Due Date:
The exercise must be submitted by 2:00pm on Monday, February 23, 2014. Each team must submit their game via the course web site.

You are to submit only your game file, named TeamXXAsg2.gm6, where XX is your student team number. Team lists are posted on the course web site. Games from individual students will not be accepted.

Assessment
This exercise comprises 15% of the total assessment for the course. Student assignments will be assessed on correct functionality of the items listed below.

Requirements
You are to develop a maze game, using Game Maker. The main character of the game, controlled by the player must find his way through a maze, avoiding various monsters, collecting treasures, to get to the exit of the room.

The features that must be in your game:
1. The game must have at least two rooms, so that when the character has reached the exit of the first room, it starts off again in the second room. The exit from the first room should become visible only when your main character has achieved some goal, such as collecting all the treasure in the room, slaying the worst monster or flicking a switch.
2. The second room (and any subsequent room) must be substantially different to the first room and must introduce a higher level of difficulty than the first room.

3. You should use tiles in your rooms to create more interesting background images.

4. Your game must contain at least three types of monsters. The different types of monsters should have different characteristics, such as their movement, the amount of damage they can do to the main character, whether the main character can harm them, how many hits it takes to kill them.
   - One type of monster can move back and forward in horizontal passages or in vertical passages. When it collides with a wall, it reverses its direction.
   - Another type of monster should be less predictable in its movement. Whenever it collides with a wall, it should make a random choice of direction and try to head in that new direction.
   - Another type of monster should follow one or more paths, varying its speed as it goes.

5. The last room of the game should contain some boss monster/enemy, which is almost completely indestructible and can send out its minions to confront your character. Your character will need to have found some special weapon or power to have any hope against the boss.

6. Your main character should use a multi-image sprite, so that its image is facing in the direction that it is moving.

7. The player should score when the main character achieves some objectives, such as collecting treasure, finishing a room, destroying a monster.

8. You should display the main character’s score, health and lives in the caption bar or on a scoreboard, with the health being decreased by collisions with monsters and being increased by collection of magic potions. When the character's health reaches 0, it should lose a life and have its health set back to 100. When all lives are lost, the high score table should be displayed and the player given the options of playing the game again or quitting.

9. The game must contain an information page to provide the title of the game and the names of the team members who contributed to the team effort. It should also contain a brief description of what the game is about and instructions of which keys and mouse actions can be used and for what purpose.

**Extras**

Other things you can do to go beyond the assignment requirements include add a splash screen to start the game, add extra rooms, with increasingly difficult problems and situations for the player to tackle, add bombs and triggers, so that the player can set off bombs to destroy monsters.