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Thread: [Maze Project in C](#)

Avlis - January 5, 2019, 7:58 am

Hi guys i have a school project to do in Code blocks, more precisely in C Language! Have u some base structure, that u can give me!

requirement: moving the object whit the keys : WASD;
when the object goes against a wall, the player lose;

Thank you

SIM-574702 - January 5, 2019, 8:09 am

Considering you said school I'm assuming you know if branching, loops and functions.

You will need:

- generating function that will create random maze or hardcode one yourself. I'm not sure how complex creating maze is so if you're allowed to just use bunch of '|' and '-' to create basic structure.
- drawing function that will show current position
- movement and collision logic functions
- infinite loop that reads key input and calls other functions.

Avlis - January 5, 2019, 8:14 am

i'm asking for help because i didn't learn anything in school, so, yeah i know what you are talking about, but i dont no how to do it

U have discord or something like that ?

Mayuko - January 5, 2019, 9:57 am

To read keys take a look at this:

man getch

For the drawing function:

Make an array or something like that, fill it with you maze + the pointer to show the player position (use write() or printf() or whatever to print)

For the collision:

Really ? It's just a condition

PM if you need some help.

El Lobo - January 5, 2019, 12:38 pm

How about using opengl for creating a maze game? I smiply see no benefit in trying to use bunch of if statements and loops for it. And I mean benefits in you actually learning all of that shit instead of spagetti code.

Avlis - January 10, 2019, 4:44 pm

Thank you for all! Is already done