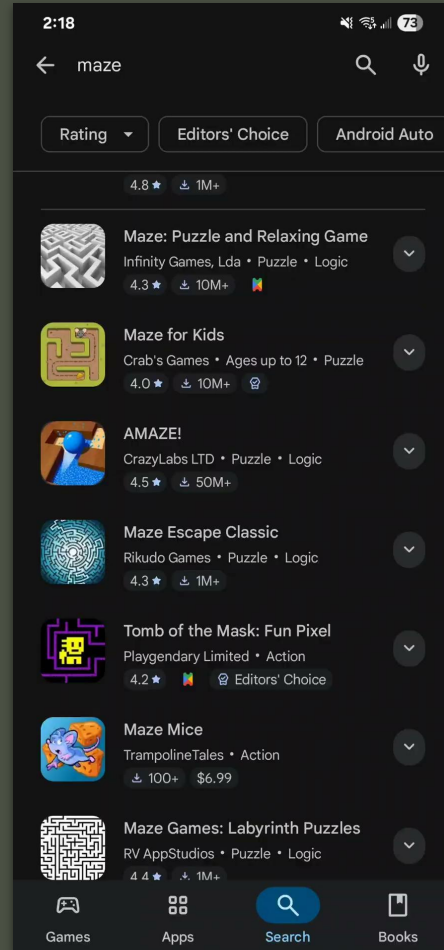


CMPT 362 Fall 2025 Group 30

Members: Ario Katchooi Branden Nero
 Cameron Lee Jonathan Osuji

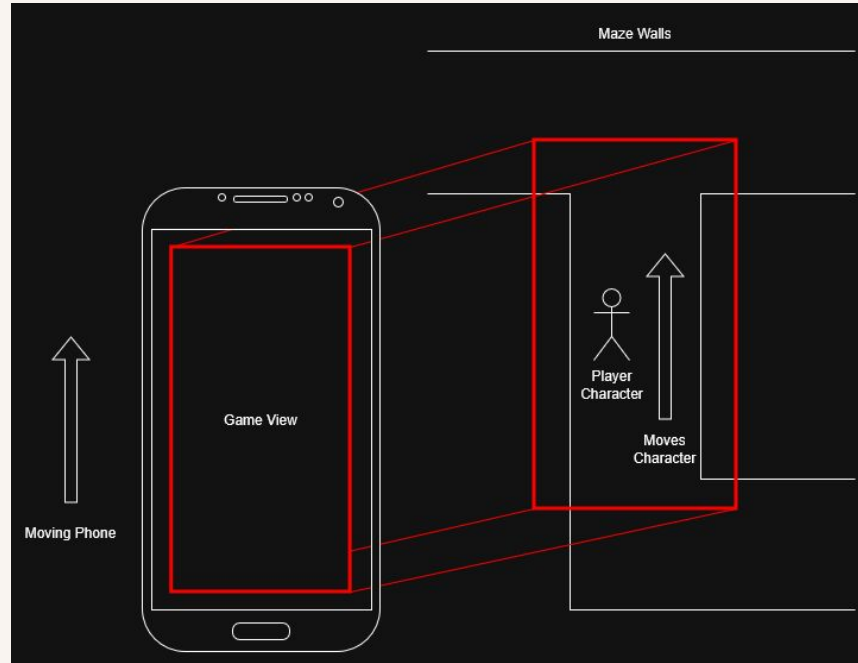
Existing Apps

On the Google Play Store



What Makes Our App Unique

Using onboard accelerometers, our app will determine the velocity the phone is moving at. The player character will be moved proportional to this velocity through the maze.

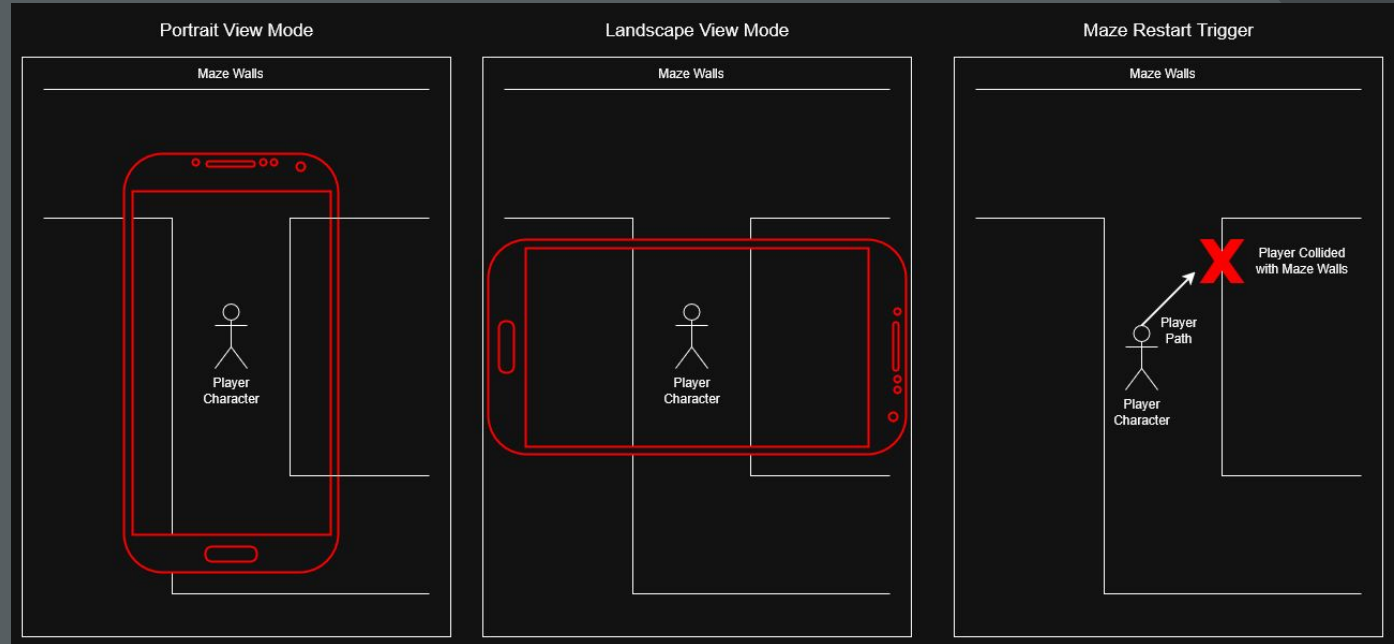


X = 0.34
Y = 0.13
Z = -0.03

Acceleration detected by phone accelerometers when tossed between hands.

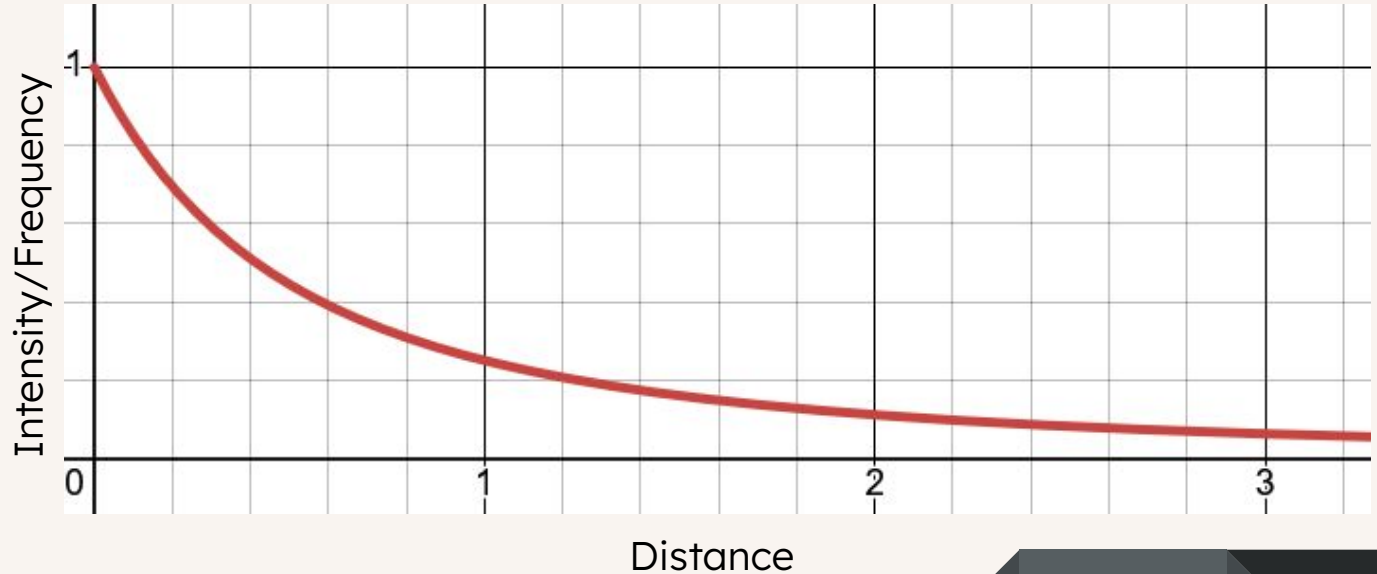
Gameplay Features

Players must dynamically change their viewing mode by rotating their phone to best see ahead. Colliding with maze walls will result in restarting the maze, a large time penalty.



Game Accessibility

Both vibration intensity as the player character nears the maze exit and sound cue play frequency as the player character nears maze walls will increase proportional to the inverse square of their distances.



User Interface

The manual controls for player character movement will be a strictly optional user interface element. If not enabled, they will not be rendered.

