

# 2D Maze Runner

Features of the Game implemented:

1. Procedural Maze Generation

The maze for the world is procedurally generated and changes on each load. Recursive Backtracking algorithm was used to generate the maze.

2. Player Spawn and Control Mechanism

The player can be controlled with Up,down, right and left keys to move. Player checks for collision with the walls of each cell and only proceeds forward if there is no obstacle.

3. Enemy AI

AI ghosts move around the maze and choose a random path to reach the player. The enemies are pixel art and animated. They also change color and flash when they can be killed by the user when using a powerup.

4. Powerups

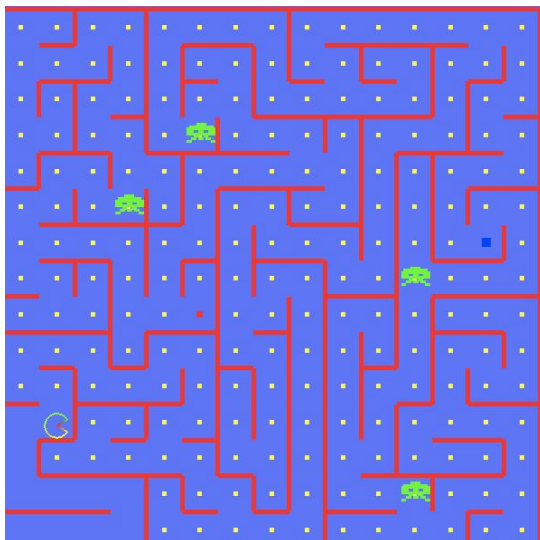
Two Power Ups, (Player speed increase) and ( Player kills enemies) are available to the player for grabs. Each powerup has a specific duration of working and then gets disabled.

5. Score

Each fruit that the player picks up awards 1 point to the player. If the player collects them all he wins.

6. Camera Zoom

Camera smooth zoom transition has been implemented to zoom onto the orthographic projection. Zoom out with 'Z' key and in with 'X' key.



Attaching screenshot for reference