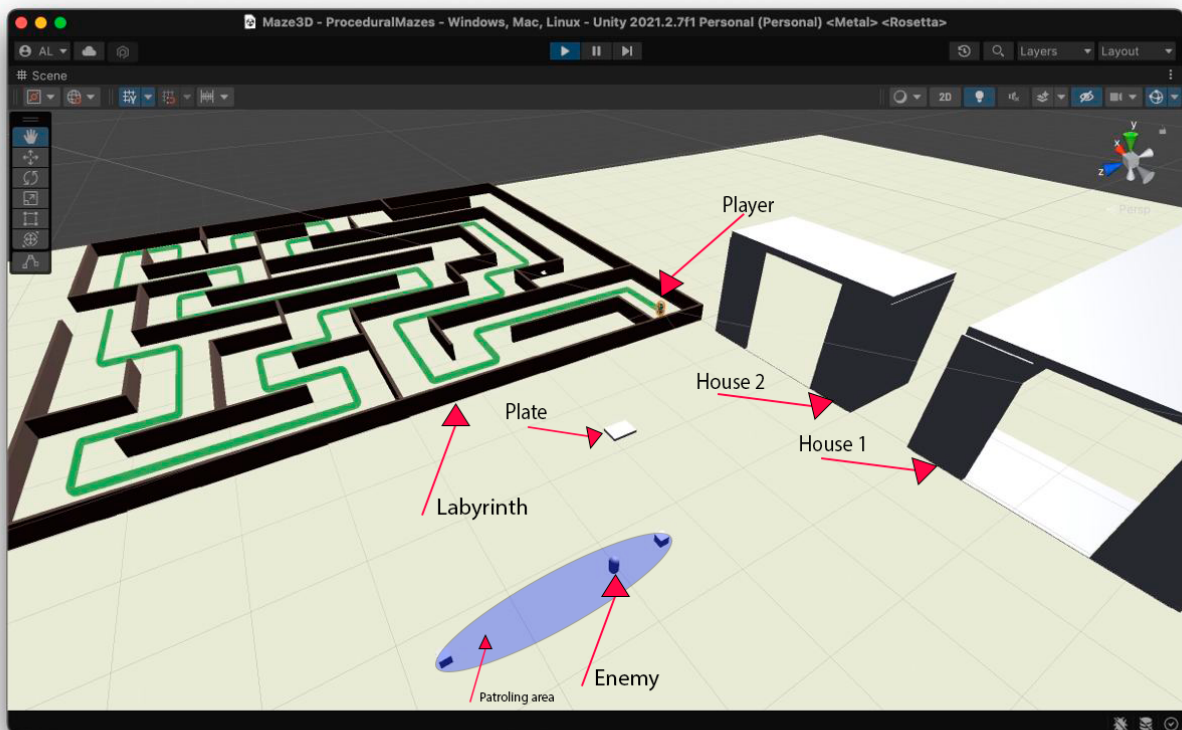


Game Design Document

The game has one game scene, that Includes Procedural generated labyrinth, that player has to pass. There is a green line that would help player to reach it faster. After finishing maze, the player will have an opportunity to find 2 houses. First house will be opened automatically and to open second house player has to reach the plate.

Nearby there is an NPC that patrols area around, if he notices the player, he start to follow him.

Player Controller: W - forward, S - back, A - left, D - right, turn camera around - trackpad



Game Elements: Player, Enemy Maze, Hint, House 1, House 2, Doors, Plate, Enemy Path