**Introduction:**

This is a maze game of 2 levels. The player needs to avoid 3 kinds of hazards(dangerous walls, shooters’ bullets and patrollers) to reach the final goal(a green circle)

Rules: press arrow keys to move, touch anything in red and you’ll lose and respawn in the starting point, touch the green goal to win and you will be sent back to main menu.

**What’s new**:

A main menu where you can select between levels; A preview for each level where you can see in the menu; Audios for winning and losing the game; Automatically returning to the main menu once you win.

**Improvement**:

Audios added to the gameplay for death with a hazard, as well as for winning.