

Maze Game

Summary:

The Maze Game would be a game where the player would have to traverse and collect items in order to overcome obstacles while on the search for the exit. This is a game where it is intended for the player to die multiple times and be reset to the start every time. In this game the player would be encouraged to explore the whole maze and create a map so that they can escape.

Lore:

The player is an archeologist studying a mayan pyramid looking for an entrance to a maze that is believed to exist under the pyramid. Suddenly the player falls through the ground into a pitch dark maze. The player is now trapped and must look for the exit. Unfortunately the player has a dead cellphone but fortunately they do have a light up compass(Nice!).The player decides to keep themselves oriented to the north.

Gameplay:

The player is able to move forward,back ,left and right at any time. The player will have a health bar and 2 item slots. After every movement in any direction the player will still be facing North because of the compass. If the player decides to move in a direction that has a wall then the player will receive % health damage. Anytime the player chooses to move in a direction they can also specify the x units they want to move. The x unit for movement will also multiply the % health damage if they run into a wall. When the player dies from % health damage they will be given a death message and will be reset to the start.

While traversing the maze the player will stumble into obstacles that will instantly kill them. When this happens the player is given a death message

vaguely explaining what caused their death. At the same time there will be items in the maze that will be essential to overcoming these obstacles. The player will then be able to deduce what item to use for each obstacle through the instant death messages or trial and error. Anytime a wrong item is used for an obstacle the player instantly dies and is reset. Anytime the correct item is used then the item is lost. When the player finally finds the exit they will be given a success message.

Parts to figure out:

The maze is built on a grid so we can make it as big as we want it.

We can make obstacles, items, death messages to whatever we want.

% health damage amount each time the player runs into a wall.

Should the player be allowed to pick up and drop items?

Should obstacles do % damage instead of instant death?