Game Design Document

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**The Maze Game**

Summary

In this game the goal is to reach the end of the maze. The player will be tasked with moving through the maze with the goal of reaching the end. Along the way the player can collect collectables and will be faced with enemies that will attempt to block their path along the way to the end of the maze.

Introduction

The game is inspired by many other maze-type games and the general ideas/puzzle aspect presented in those games. It takes some inspiration from Pac-Man in a sense with the use of collectibles and enemies to gain score. The main objective is for the player to reach the end of the maze, however there are two other main goals and that is to get collectibles and defeat the enemies. The idea is that each collectible obtained and enemy defeated will result in a higher score for the player. This incentivizes the player to try and get all the collectibles in the maze while also destroying all the enemies because it will result in a better and higher score once the player completes the game by reaching the end of the maze.

Game Design

The player character will go through a maze created with various shapes and sizes of walls. The player will come across enemies and collectibles for them to destroy and collect, which will increase their score. The main objective will be to progress through the maze.

The player’s score increases by different amounts depending on what the player does. The player will move using either the WASD keys or the arrow keys. With the maze itself consisting of walls that cannot be traveled through. The maze will contain enemies that either have to be destroyed or avoided, as getting hit by them will result in losing health or starting the game/level over again. The maze itself consists of walls that cannot be traveled through. The enemies either have to be destroyed or avoided, as getting hit by them will result in losing health or starting the game/level over again. The player can also find collectibles that will increase their score, but the enemies will also be there to try and prevent the player from reaching them.