

Minotaur

TEAM 19

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Storyline



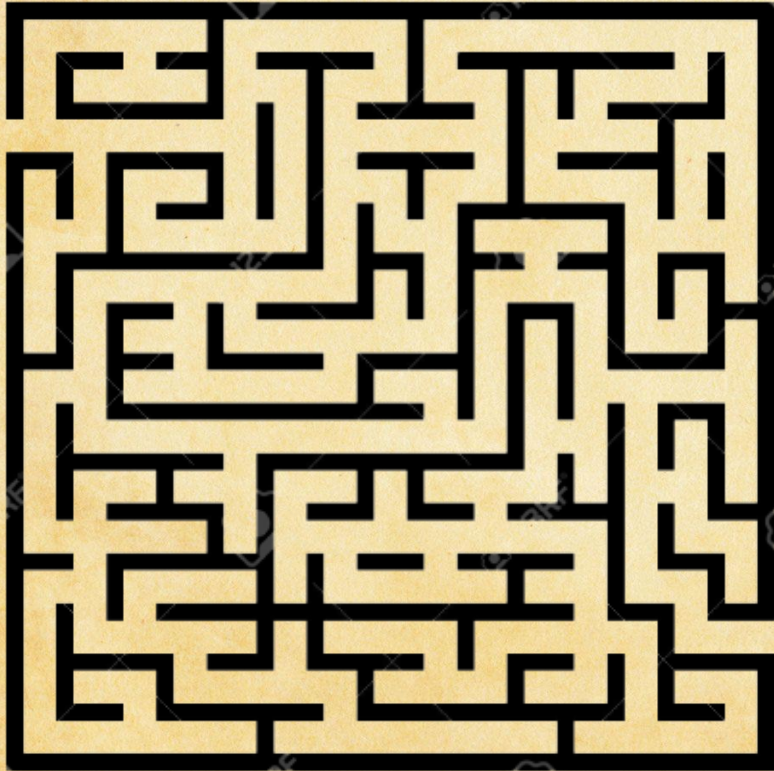
Image from 123rf.com

I AM MINOTAUR WHO LIVES IN
A LABYRINTH. BUT ONE DAY,
SOME STUPID HUMANS
INVADED MY LABYRINTH
AFTER HEARING RUMORS
THAT THERE WERE JEWELS IN
MY LABYRINTH.

I WAS FURIOUS...

SO I DECIDED TO ACT TO
SCOLD THESE HUMANS..

What is in the game - Maze



**WE WILL IMPLEMENT
THE SIMPLE MAZE IN
GAME.**

**WE WILL PLAY IN THIS
MAZE.**

Source : istock image

What is in the game - Minotaur



- **FURIOUS**
- **HE HIMSELF DOESN'T
KNOW WELL ABOUT THE
MAZE**
- **GOAL : CATCH ALL
HUMANS**

What is in the game - Humans



- THEY TRY TO STEAL JEWELRY
- THEY ARE SCARED

< Just for the design >
Image from medieval2 total war

How to play?

- THERE WILL BE 2~3 HUMANS IN THE MAZE.
- THEY ARE LOCATED IN RANDOM POSITION IN THE MAZE AND THEY WERE RUNNING IN THE MAZE.
- BY USING MOUSE AND KEYBOARDS(W A S D E), CATCH ALL HUMANS

interface expectation

Minotaur

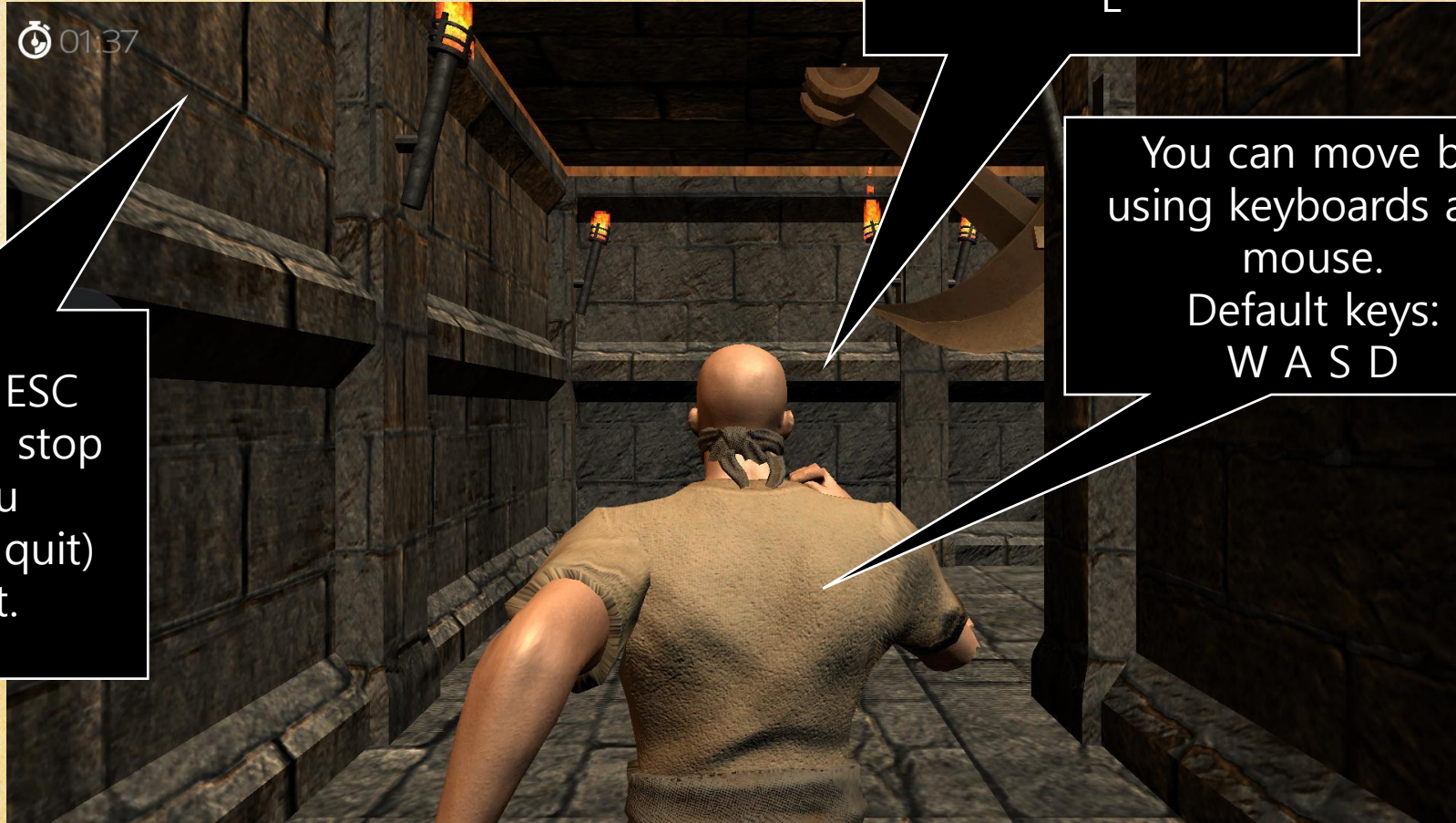
START

SETTINGS

QUIT

We can set the
sound and the
keyboards

In game expectation



If you press the ESC button, game will stop and the menu (setting, resume, quit) will come out.

You can catch humans
By using keyboards.
Default Attack key:
E

You can move by
using keyboards and
mouse.
Default keys:
W A S D

Image from maze runner

To make this game.....

What we need is :

- Collision detection : we can't pass the wall
- Animation : human's running , catching motion, etc
- Shared storage : to cooperate each other

there are some tools that fit for its requirements

=> unity engine, github

end