# Baby Mino

*Baby Mino*, short for Baby Minotaur, is based on *The Myth of the Minotaur and the Labyrinth*. The player is the Minotaur trying to escape the Labyrinth in the earlier years of his life. Within the myth, the Minotaur is a product of an affair spawned by Poseidon who punished the King for not following his orders. In a fit of rage, King Minos orders Daedalus to build the Labyrinth around the Minotaur, cursing anyone who enters to be trapped forever and eaten by the Minotaur. This game explores the human side of the Minotaur, trying to escape a situation he had no control over.

# Mechanics

Game movement uses WASD or arrow keys, which is displayed in the beginning scene along with the goal of the game. The player must reach the key before they lose all protection or run out of time to win the game. The Minotaur must stay away from the soldiers that occupy the space. The only thing protecting the Minotaur are torches the player can collect throughout the Labyrinth. If the player encounters a soldier, the Minotaur can use the torch to defeat the soldier, but in doing so, will lose a point of protection.

# Requirements

*Baby Mino* is a single player game on Unity 2D that utilizes the keyboard to move the character. The first announcement scene as well as the display “endgame” information does not have a two second timer, but the player can easily go through both scenes under two seconds. The gameplay, however, has a ten second time limit to reach the key. If the player reaches the key, an “endgame” scene pops up telling the player they win. However, if the player runs out of time or gets captured by a soldier, the “endgame” scene appears telling the player they lose. Regardless, both scenes tell the player how to replay the game by pressing R.

# Audio

Upbeat scary music plays in the background during gameplay to create an intense experience. The home scene has a different song that plays in the background at a slower tempo, adding to the player being introduce to the game. When the Minotaur collects the key, the player will hear a trumpet signifying victory. At a lose state, the player will hear a door slam losing all hope in escaping the Labyrinth. The moment the Minotaur interacts with a soldier, the sound of fire plays representing the loss of protection to defeat them.

# Visuals

The game is set within the cold, dark Labyrinth with the only pathway laid out with red carpet. The Minotaur sprite is represented with the face of a bull, like the soldiers who are signified by helmets. Every time the player connects with a soldier, a 2D particle effect plays like a spark. At the top left corner of the screen, the player is notified of the 10 second timer. At the top right, the player can see how much protection they have available.