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# THE LAST LABYRINTH

"Escape the Maze or Become its Prey. The Last Labyrinth Awaits."

You are **Takumi** and you awaken in a shifting, nightmarish maze **The Last Labyrinth**. You must navigate this randomly generated, ever-shrinking maze while being relentlessly pursued by intelligent **Al-controlled reapers**. Your goal is to escape the labyrinth before being caught. As the maze closes in and the reapers evolve, will you find the exit, or will you be doomed within **The Last Labyrinth**?

### **ENTITIES:**

#### 1. Takumi:

CSF- B

The central character controlled by you. You are tasked with navigating through the maze to find the exit while avoiding being captured by the Reapers.

- Movement: Move up, down, left or right through the maze.
- Abilities: Power-ups like invisibility, speed boost and teleportation to evade the reapers. Be wary of traps like Spiky Webs that might slow down your movement. Gather as many Phantom Tokens as you can (The more the better!).
- Objective: To escape The Last Labyrinth!

## 2. Reaper (AI):

The primary antagonist in the game. It hunts the player throughout the maze. This intelligent entity (AI) adapts its strategies based on your actions and becomes increasingly cunning as you try to navigate the maze.

- Movement: Follow paths to catch Takumi (the player).
- Objective: Catch Takumi before he escapes!

## 3. Maze:

To crank up the fun, the maze is a creepy, ever-changing labyrinth that you'll have to navigate. Each play will feature a generated layout, ensuring that no two mazes are ever the same.

- **Structure:** The maze is a dynamic labyrinth with shifting walls, winding paths, and various obstacles as you move through it. It can shrink or change, increasing the challenge as you advance.
- Challenges: Watch out for sneaky traps and snatch up clever items and powerups that could either help you break free or make things even trickier!

## **Additional Features:**

- 1. Time Limits: Race against the clock as the maze shrinks and becomes more dangerous.
- 2. Levels and progression: Face increasing difficulty with each level
- 3. Scoring and achievements: Collect as many Phantom Tokens as you escape the maze.

"In the heart of the labyrinth, only those who outwit the shadows will find their way to freedom."