**Escape The Maze**

Escape The Maze is a short 10 second game built in Unity 2D that has a top down view. When i was thinkin of what to do i kept picturing something like 8-Bit Zelda games where it was just an open area with simple up down left right movements. My game mechanics arent nearly as polished as that but that is where the idea came from. My game mechanics are quite simple like the objective, you are to get out of the maze within the ten second window failure to do so will restart the game. The main character is actually a sprite i made last year for another class so it was super easy to bring it into this project. COntrols are super simple as in movement is simple WASD keys. I believe my game meets most the basic requirments such as a condition for win or lose, correct game completion tiome, and simple instructions that are super easy to understand. I did not get a chance to add anything to the audio requirments however so that will be something i make time for next time. Visual requirments i belive i got everything right as well i made a custome opening canvas even though it looks all black it is a sprite from a past project and the background to the game i a close up of a PNG i took from Kingdoms Hearts 2 one of my favorite games. As well as a working text timer.