

Design Journal - Prototype 2

Design hypothesis

In this game, I wanted to recreate a classic challenge: a huge maze. Players will have to use their smarts in order to escape. They will also have the ability to drop a “breadcrumb” that will allow them to find their tracks. Best of luck to all players reading this!

Questions for the player

How did you find the difficulty?

Did you ever feel like giving up?

What would you add to the maze to make it more fun?

Reflections on the playtests (not for player)

Good points:

Bad points:

To improve: