**Change Log**

**Changes form Original Scope**

* Multiple Dungeon Beast within the maze, huts the player down once seen.
* The lights keys now de spawn the Dungeon Beasts rather than having as a separate item.
* Players are locked out from accessing the other mazes as to better track progression.
* When players collect the keys at the end of the Maze a path will open, so players can leave the maze faster.
* Players have to user the keys to build a portal to a treasure room once they are all collected.
* All Mazes are now based of squares as the shape its self doesn’t need to be too complex.
* Added treasure room.
* Attached a trail rendered to player so they can back track.

For the Grey box for the Lost Maze I have chosen to take this as an opportunity to play test my game to better see how my ideas will take shape. From my original scope I have made multiple changes to the game from what I have originally intended. I have made these changes as to better suit my capability and to better the players experience. The core mechanics are still present as the only major changes are present in the shape of the maze and how some interactions are executed. With the experience of creating the grey box I now have a good example of how I can better improve the quality of the gameplay. One of the areas that I can Improve upon are the quality of the maze, I find that the actual maze itself to be some what of a chore as the amount of interactions within the maze are too minimal. I can easily approve its quality by focusing more on the maze it’s self as the basic interactions are mostly completed. Some changes that I will make is to improve on the verticality of the game as I have found that sticking to the ground doesn’t provide as much stimulation with players move in more than one direction. I’ve found that I may need to Strip down unwanted assets from the imported products, as it would improve efficiency as the game files within unity are beginning to take time unloading.

**Known Bugs**

* Players can use the rocks to fly over the maze all the way to the end.
* NavMesh seems to mess with colliders.
* Trigger boxes are effecting the pickup command, so players must push the key out by walking over the cubes.
* Enemy colliders are not affecting the players health bar when colliding.
* AI movement are sometimes scene taking corners very weirdly and are stuttering.
* Some AI aren’t moving even when assigned waypoints to move.
* Original Script for AI patrol doesn’t want to move even when assigned waypoint to patrol, AI doesn’t Chase Player even when Player is assigned player Tag.
* Lighting bleeding through walls.
* Colliders falling through Mesh unless the Rigid Body is set to interpolate

Package Reference:

Standard Assets. (2018). Unity Technologies.

Camping Pack - When 8-Bit Becomes 3D. (2018). SchrippleA.

Smooth PORTALS. (2018). Brackeys.