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# Straight Out Of The Maze...

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# Game Play

- The player runs around the maze. Player can find potions and collectibles in the maze.
  - The player faces obstacles on the way which can be overcome using energy from potion or score points.
  - Collectibles increase score of the player.
  - The game ends when the player collects the key of the gate to his homeland! Player can acquire the key when his score has increased to 200.
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# Functionalities and modules

- Camera movements
  - Lighting
  - Keyboard input
  - Obstacles
  - Collectibles
  - Potions
  - Gate
  - Score
  - Key
  - Maze and floor
  - Inventory
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# Work distribution

## Neethu:

- Score Updation with collection of collectibles and obstacle destruction.
- Creation and maintaining Inventory (Animations)
- Gate and key Implementation
- Potion design and score logic
- Shaking animation on hitting walls
- Logic for random placement of collectibles, obstacles and potions.

## Piyali:

- Maze design and randomization
  - Design of collectibles (animation), obstacles, floor
  - Removal of collectibles, obstacles from scene
  - Camera movement ( turning and moving forward animation)
  - Light source and movement
  - Keyboard input control
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# Tools

Graphics Library: WebGL

Scripting Language: Javascript

Framework: Three.js

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# Thank You

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