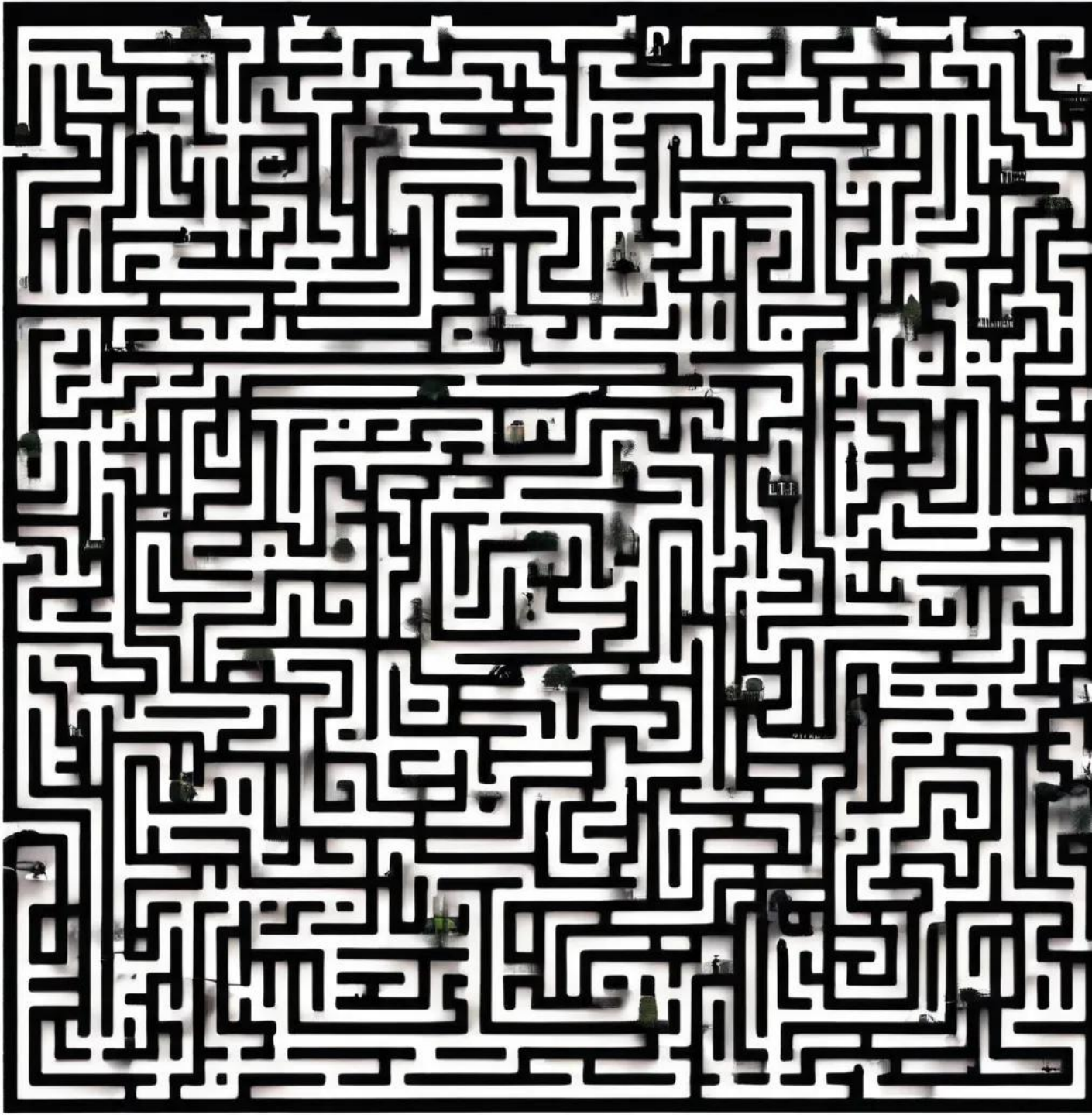# Scary maze concept

Done by Mykhailo Babych

A bit of fun

I was thinking about connecting some maze, The slenderman game and FNAF.
The game is going to focus on a player and on letters that the player has to pick up until the time runs out.
It takes place in some scary maze.
It is also going to have some screamers.

**Background**

It was a crisp autumn evening when Sarah was walking home from work. The streets were nearly empty, the chill in the air making her hurry along, her breath visible in the dimming light. She took a shortcut through the park, her mind distracted by the usual day's worries, when suddenly, a sharp pain shot through her neck. She staggered, trying to catch her breath, but the world around her blurred and spun. Before she could call for help, everything went black.

When Sarah woke, she was no longer in the park. Her head throbbed painfully, and the air around her was musty. She tried to stand, but her legs felt weak and uncooperative. Panic set in as she realized she was in a dimly lit, cold stone room. A faint, echoing sound reached her ears—like something shifting just beyond her sight.

She tried to scream, but her voice was swallowed by the darkness. Her fingers touched the floor, and she could feel the rough stone beneath her hands. There were no windows. No doors. Just walls that seemed to stretch forever in every direction.

Suddenly, the sound of scraping metal broke the silence. She looked up, heart racing, and saw a thin slit open in one of the walls. A face—pale, hollow-eyed—stared back at her for a split second before it vanished as quickly as it had appeared. Fear gripped Sarah's chest. She tried to move, but her legs wouldn't cooperate. She crawled toward the opening, only to find the stone wall sealed tight.

# Features

- Walking
- Picking up
- Spooky sounds
- Timer

## Pillars

- Critical thinking: 40%

- You are under pressure and you have to think quickly.

- Memory: 30%

- Even though you will be able to see the whole maze, you still need good memory.

- Be mentally strong:10%

- Some people might get really scared but the game will be made in the way you will be able to predict scary moments so no one will get heart attack.

- Resources:20%

- You will collect letters and find the way out so it is important.

# Skills needed

- Classes ( letters, player etc.)
- Array of letters
- Graphics and sound(sprites, background and high-quality sound)
- Source control (git)
- Software ( photoshop, vs)
- Teamwork
- Documentation

Fun to work on

Horrors were always a big part of game industry so many people will enjoy playing it

I would not play it for the whole day because I would know every screamer in advance But it is fun to play for an hour

It is time to create lots of screamer that would appear randomly

Elements:
- Visual asset creation(drawing maze, the character, letters)
- Audio asset creation(sound of picking letters, screamers)
- Menu(controls)
- Project management
- Basic gameplay(walking,picking)
- Graphics
- Video