

TREASURE HUNTER

By Revol Noom

CONTENT

- Ideas
- Gameplay
- Problems
- Credits

IDEAS

- Replayable
- Random
- Easy to control

GAMEPLAY



Controlled by
Player



Roam around



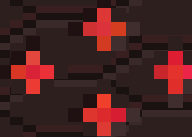
Goal



Chase player



Exit



Transform maze

PROBLEMS

- Framework
- 2D Physic Library

CREDITS

- Pixel Dungeon game assets by watabou
- Box2D physic engine by Erin Catto
- Origicide font by Cpr. Sparhelt