README.txt

Escape The Maze

The player needs three tokens to escape this deadly maze, enemies lurking around the corners guarding the treasure, can you make it out alive in time to go back home?

Gameplay and Mechanics:

The player has ten seconds to collect three pickups around the maze. There are six different tokens the player can pick up but any three will make the player win. After the introduction message plays, there are ten seconds for the player to travel through the maze using the directional arrows on the keyboard. Players cannot pass through walls, and will immediately lose if they hit an enemy, indicated by the blue square.

Basic Requirements:

My game has a time limit of 10 seconds so a player cannot play longer than intended, but this does not count the message that plays at the beginning for two seconds. A player must collect three tokens to activate the win state; a loss state is activated if the player is unable to reach the goal. Both states are shown by a change in music and text popping up in the UI, the player can exit the game after using the Escape key.

Audio Requirements:

My game has a constant looping background audio track that starts playing after I explain the game with the intro text. Every time a player picks up a token or hits an enemy, a sound effect is played that lets the player know an action has happened. New audio tracks play on win and loss states, while also pausing the original background music.

Visual Requirements:

I did not meet all the visual requirements for this project. I created a gray background and made it much bigger than the maze since I decided to have the camera follow the player rather than have a static camera. The sprites for all my objects are just different colored squares because I am not too good at making my own sprites and I mismanaged my time so I couldn’t make the sprites I wanted. I also did not have a 2D particle effect, but I did add UI for points and to have the win and lose texts.