



Team Maze Runners

Ryan Mansour, Autumn Bertram,
Matthias Snyder

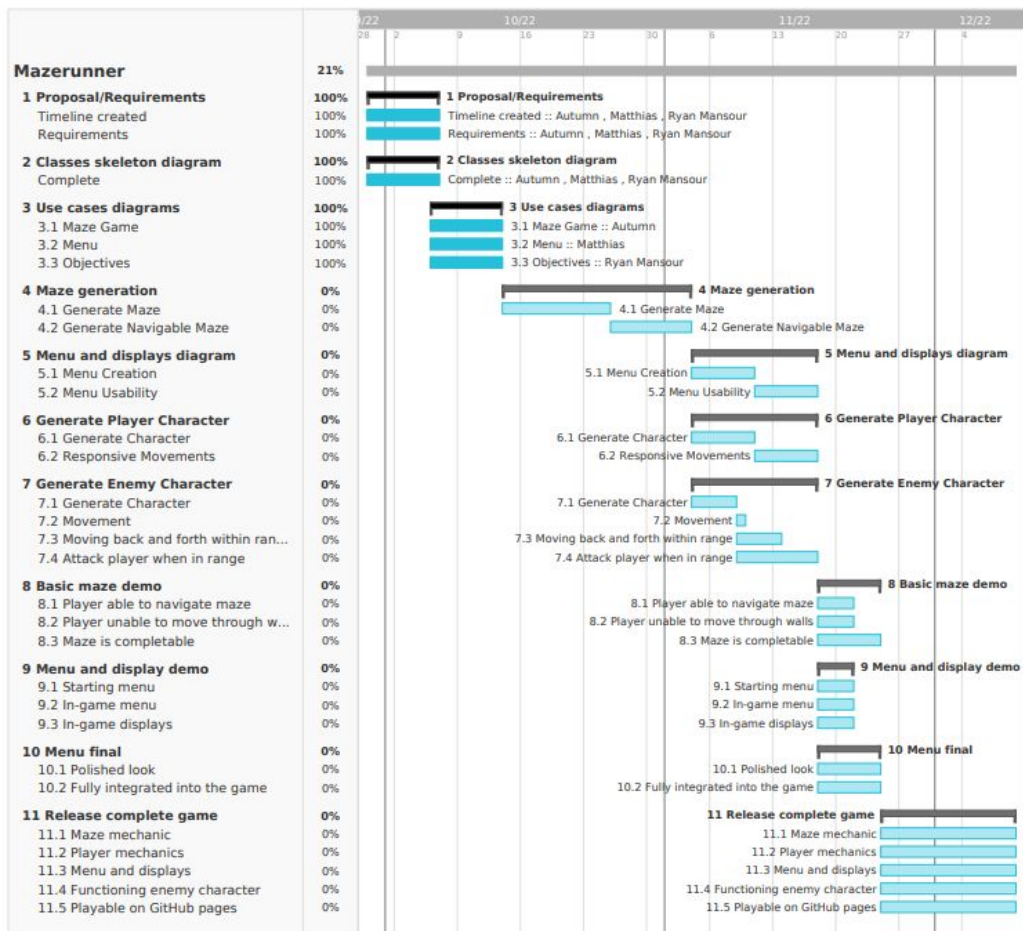


Overview

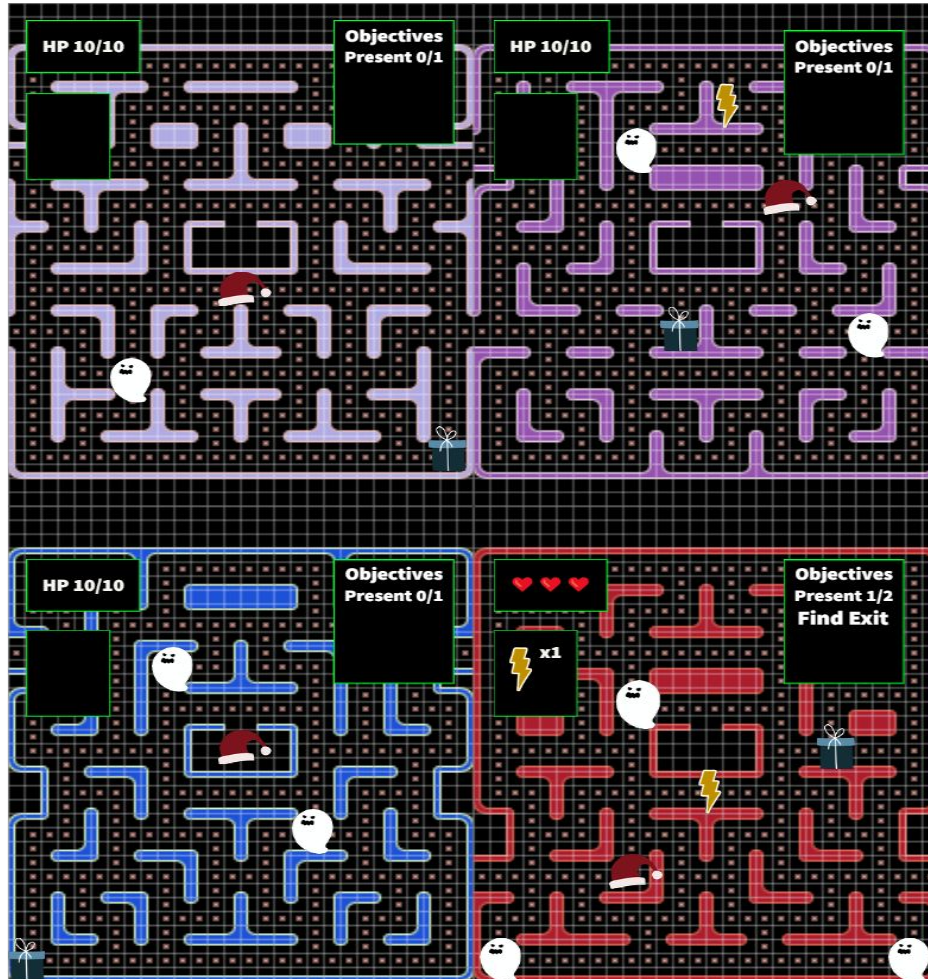
The concept: Christmas is almost here, and some of Santa's presents have been scattered throughout mazes. Collect the presents to save Christmas!

Game play: The player will play as Santa and navigate procedurally generated mazes while collecting presents. The player must complete their objectives (ie collect a number of presents, defeat/avoid an enemy, etc) and exit the maze to move on to the next level.

Timeline



Game Play Mockups



Main Menu Mock-Ups

Holiday Maze Dash

Collect the presents in time for Christmas!



Start

Exit

Options

Options

Configure
Key
Controls

Options

Configure Key Controls



W



S



A



D

[attack]

[interact]

Save Changes

Reset to
Default

Class UML Diagram

