Rotaze The Deadly Maze

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Submitted by:

M. Taha Shahid   2022-CS-197

Supervised by:

Dr. Awais Hassan

Department of Computer Science

University of Engineering and Technology

Lahore Pakistan

Contents

Short Description and Story Writing of your Game

Robert has been trapped inside the most dangerous maze in the world, called "Rotaze", by his evil brother Ramaze. However, what Ramaze failed to do was to correctly estimate Robert's potential to overcome all obstacles thrown in his way. In order to survive, he must steel his mind for the journey ahead.

Rotaze was initially designed as a prison for the most dangerous criminals in the world. It tortures its prisoners by always showing them the exit, but whenever a prisoner is just about to reach his freedom, the maze shifts its shape and the prisoners is left off with where he started. Robert must find a way to stop the maze from shifting, and then make his way to his freedom before the guards find a way to fix the maze.

Ramaze managed to frame his brother in order to capture him in Rotaze along with three other prisoners: Bill, Desto, Kenway. Ramaze has promised them freedom if they manage to kill Robert.

Robert must stay away from three of the most dangerous criminals of the world and overcome all the obstacles that the Rotaze throws in his way, to finally face his evil brother and get his retribution.

Game Characters Description

1. **Player**

   There is one human player in the Game.

   - **Robert:**
     Robert is the main character of the game who is admired for his persistence and cleverness. The hero has been betrayed by his brother and has been put in the most dangerous maze in the world. He must rely on his cleverness and persistence to escape from his torment and get his revenge.

2. **Enemies**

There are 4 enemies in the game.

- **Guard:**

    The guard is responsible for the shifting of the maze. He sits in his control room and goes over surveillance to see if any prisoner is nearing his freedom.

- **Desto:**

    Desto is one of the prisoners of the maze. He has spent five years in Rotaze and has been driven mad by the horrors of the maze. He can't be talked into reason. He's not interested in any deals. All he want is his freedom. And now, the fate has given him the chance he has been desperately seeking for the last five years. By killing Robert, Desto will be free of his torment.

- **Kenway:**

    Kenway is one of the most clever criminals in the world. He knows that the key to capture Robert is to guard the gates that lead to freedom. He is always lurking near the gates but never going towards the gates himself to stop the maze from shifting. He knows that Robert is clever and will manage to find his way to the gates, and that is where he will kill Robert.

- **Bill:**

    Bill is the weakest of the enemies. He always completes the orders that the guard gives him to receive a little leniency in how the maze treats him. The guard has given him the order to kill Robert, and he must use the Guard's guidance to follow Robert.

Game Objects Description

Following are the Objects in the Game

- **Traps:**

    There are traps set inside the maze that can be activated once the hero steps on them. The traps can cause the walls to close, the maze to rotate, or the location of the hero to be

pinpointed by the enemies. Some traps are avoidable. Others are not, and the hero will just have to risk it by stepping on them.

- **Stunners:**

  Stunners are set inside the walls of the maze. They can stun Robert and the enemies of the game. Robert can distract his enemies and lead them to the stunners to momentarily stun them out of the game. Once an enemy is stunned, Robert will have the ability to take the stunner out of the wall and stun his enemies on the move. However, after using the stunner three times, Robert will have to find a new stunner again in order to be able to stun his enemies on the move.

- **Walls:**

  Walls are the barriers in the game which Robert and the enemies cannot cross unless there's a gate there and the guard does not shift the maze before the hero reaches the gates.

- **Health Boosters:**

  Robert can lose his health due to enemies' collisions and maze traps. By eating the health boosters in the maze, Robert can gain his health back.

Rules & Interactions

Robert can eat health boosters that have been put across the maze to regain his health. Robert loses his life once the health bar has been depleted due to continuous collisions with the enemies and traps. If Robert leads the enemies to the stunners, the enemies can be momentarily stunned in order for the hero to cross a path. For every enemy stunned, the score bar increases by a score of 5.

Goal of the Game

The goal of the game is to escape from the maze by avoiding all enemies and surviving all traps of the maze. The hero must distract and guide all the enemies to stunners and traps to gain score, which he can then use against his brother in the finale of the game.