Digital Scripting – Seeds Prototype

The prototype is based around the use of random seeds. In the game you are playing a hacker who is picking up numbers to create a seed for his hacking algorithm.

In the completed game there will be enemies in the maze to stop the player.

The player will also have to find numbers in the maze, remember the order they were picked up and enter that sequence into the terminal at the end in order to progress. If the player is to get the seed wrong then the game is over as the hacker is kicked out by the firewall.

The seed that is entered into the terminal is used as a seed for the maze generator in the next level.

Using Edge detection and Antialiasing from the Unity Standard Assets.