

Tuesday, 17 October 2023

Jubilant Madness

Made by Badila Timotei & Chis Horia

- **Jubilant Madness** is a 2D game made in Unity. The idea of our game is based on a labyrinth in which you can see only with a short field of view. The game is on levels in which you need to finish the labyrinth and not get caught by the monsters. The player also have the possibility to find items that can help him finish the level and also finish with a better score. The complexity of the levels rise from level to level.