

PLAYER

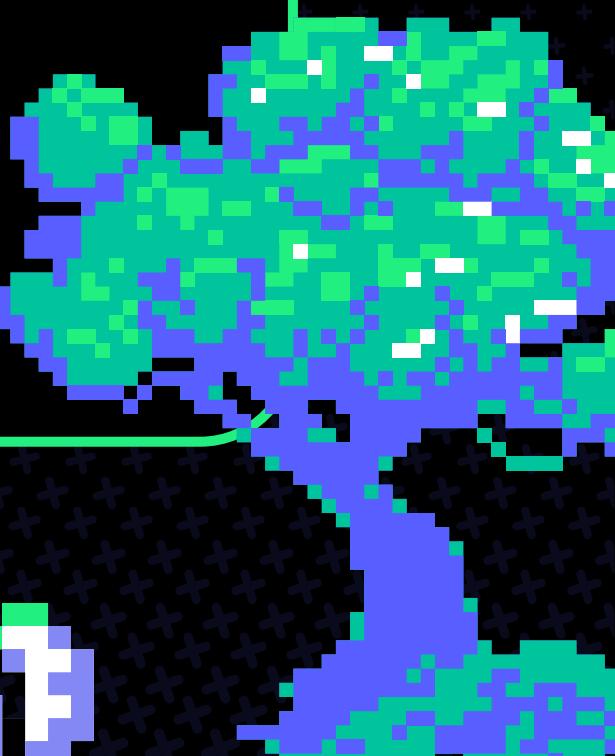
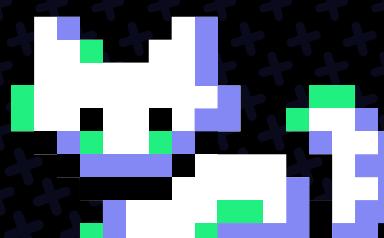
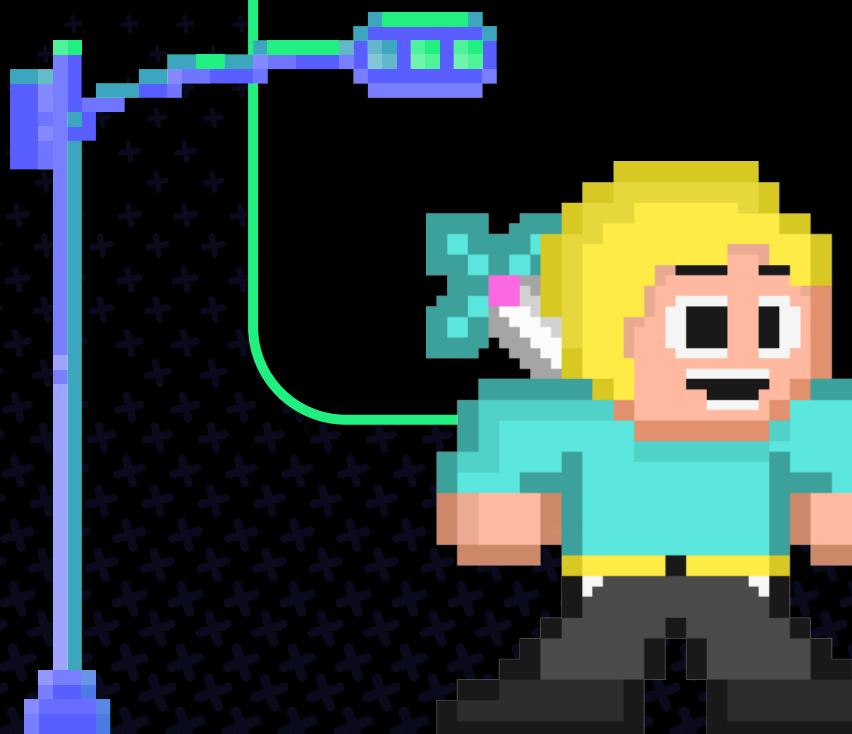


# LOST IN THE RIFT

START

MENU

SIGN IN



MENU

➡ 01

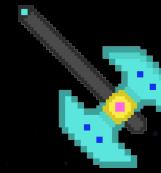
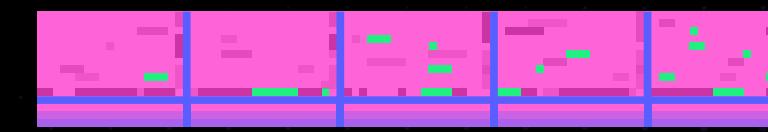
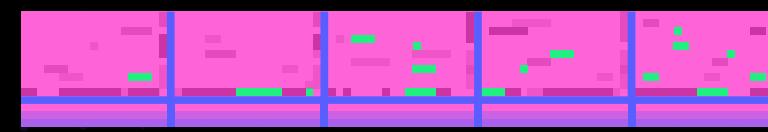
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## GAME CONCEPT

MAZE ESCAPE: THE LOST RIFT IS AN IMMERSIVE PUZZLE GAME WHERE PLAYERS NAVIGATE A CONSTANTLY SHIFTING MAZE. TO ESCAPE, THEY MUST AVOID TRAPS, COLLECT POWER-UPS, AND REACH THE EXIT BEFORE TIME RUNS OUT.



**Tip:** Use links to go to a different page inside your presentation.

**How:** Highlight text, click on the link symbol on the toolbar, and select the page in your presentation you want to connect.

MENU

➡ 01

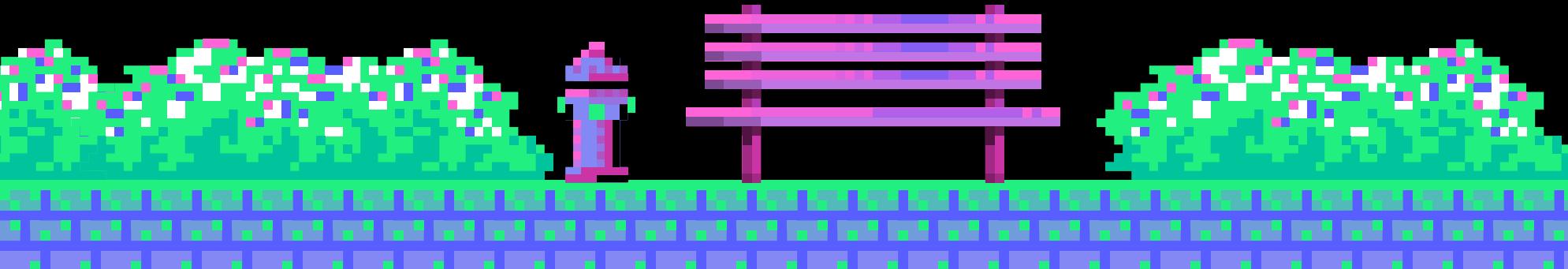
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# GAMEPLAY MECHANICS

- MOVE USING ARROW KEYS/WASD.
- AVOID TRAPS THAT SLOW OR TELEPORT YOU.
- COLLECT POWER-UPS FOR SPEED BOOSTS OR WALL-PHASING.
- SURVIVE THE MAZE RESET EVERY 2 MINUTES.
- REACH THE EXIT BEFORE TIME RUNS OUT.



MENU

01

07

12



# LEVELS & CHALLENGES

- EACH LEVEL INTRODUCES MORE COMPLEX MAZES.
- MORE FREQUENT RESETS AT HIGHER LEVELS.
- TRAPS BECOME HARDER TO AVOID.
- LIMITED POWER-UPS IN LATER STAGES.

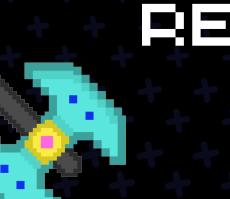


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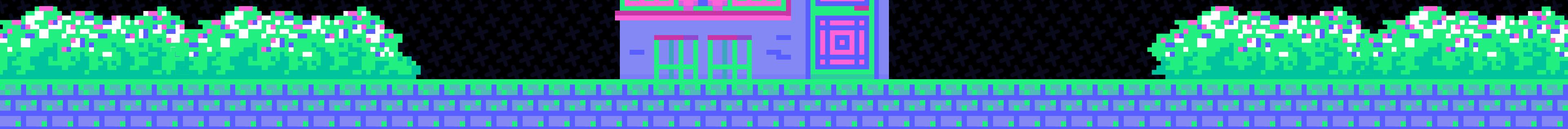


WIN: REACH THE EXIT  
BEFORE TIME EXPIRES AND  
PROGRESS TO THE NEXT  
LEVEL.

# WIN & LOSE CONDITIONS



LOSE: IF TIME RUNS OUT,  
RESTART THE LEVEL OR FACE  
GAME OVER.



MENU



# VISUAL STYLE & GRAPHIC

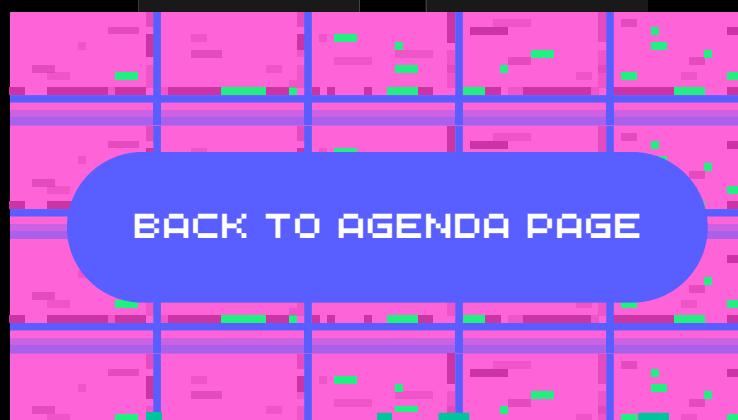


- ◆ GLOW EFFECTS FOR MAZE WALLS AND TRAPS .

- ◆ DYNAMIC ANIMATIONS FOR SHIFTING MAZE ELEMENTS .

- ◆ A DRAGON IS INCLUDED FOR AUTHENTIC GAME EXPERIENCE .

PLAYER 1



## CONCLUSION

- LOST IN THE RIFT OFFERS AN EXCITING CHALLENGE WITH DYNAMIC PUZZLES AND STRATEGIC GAMEPLAY.
- FUTURE UPDATES COULD INCLUDE MULTIPLAYER MODE AND AI OPPONENTS FOR ADDED DIFFICULTY.