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Game Development

3D Final Project

Find the Afikomen is a 3D hide-and-seek style game. The game was inspired by the recent Jewish holiday, Passover, which we all celebrated. A tradition during this holiday is that a piece of matzah, called the afikomen, is broken off during the Seder and hidden. At the end of meal, the children search for the afikomen and whoever finds it is given some type of reward. Find the Afikomen has players searching for an afikomen in a simulated home with three different game modes. The first two game modes, easy and hard, adjust the difficulty of the random location that is chosen for the afikomen, as the names suggest. The third mode, arcade, has players find as many afikomen as they can within three minutes. Another feature that was implemented to this game is the hot/cold powerup. This powerup is only available in easy or hard modes and gives the player a hint that tells them whether or not they are close to the afikomen every 20 or 45 seconds, depending on which difficulty is chosen.