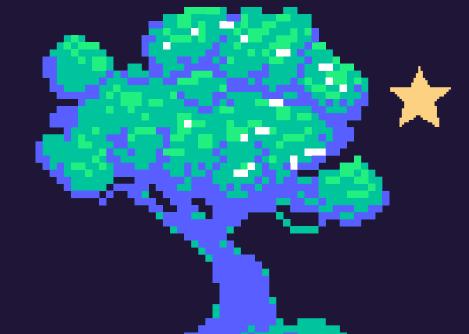


### DO YOU KEEP GETTING LOST IN UNI 🤋











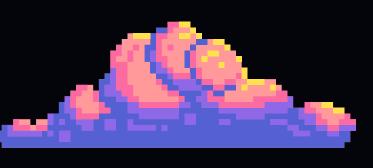


No









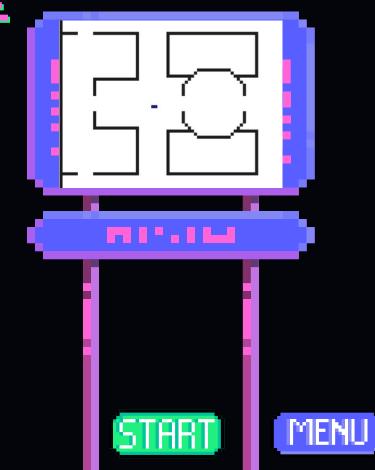


#### YES, BECAUSE OUR UNIVERSITY IS LIKE A LABYRINTH

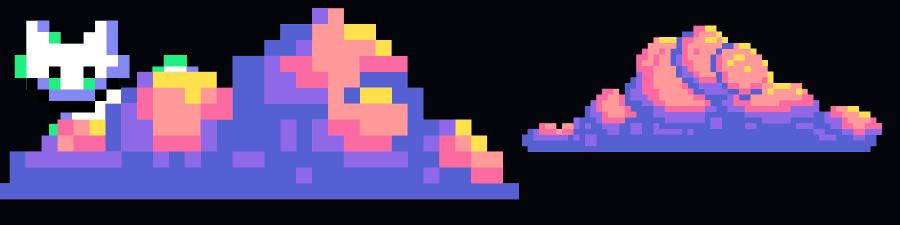
BUT HAVE YOU EVER PLAYED A GAME ABOUT MAZES ?





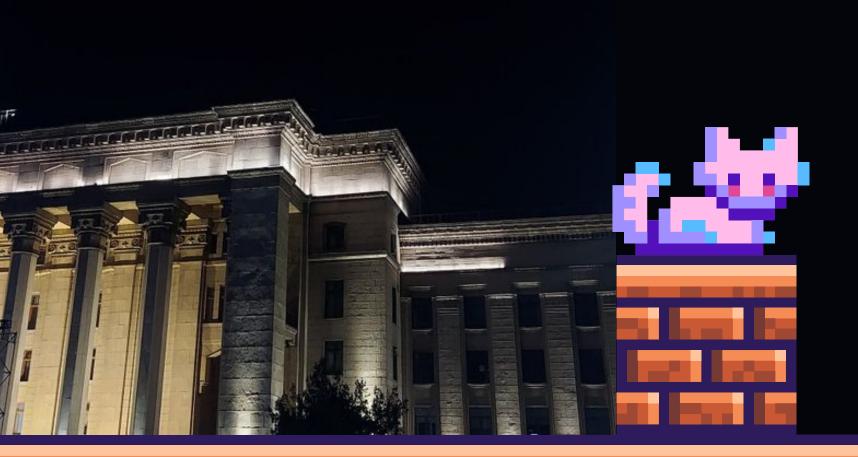




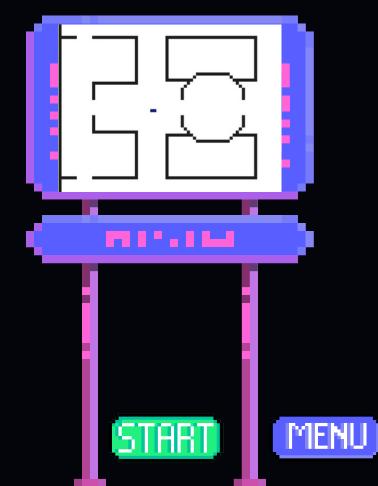




#### AND OUR GAME WILL BE LIKE A LABYRINTH AT A UNIVERSITY

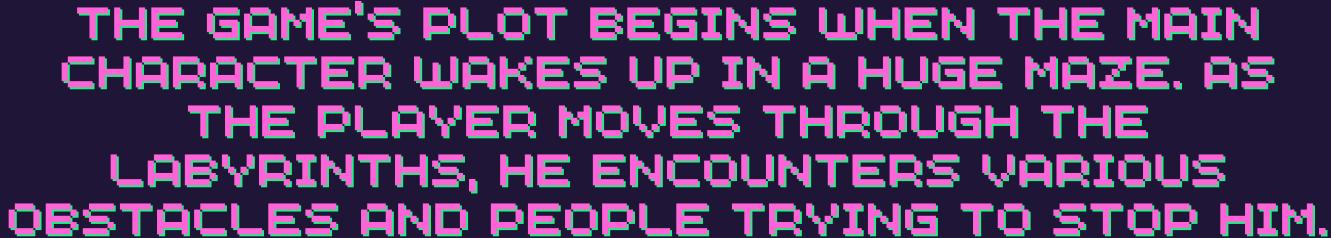








#### SCENARIO OF THE GAME





A STUDENT IS LEFT ALONE IN HIS UNIVERSITY WHICH IS LIKE A LABYRINTH. TO FIND A WAY OUT OF THE UNIVERSITY, HE NEEDS TO GET OUT OF THE BUILDING AND NOT GET LOST.



SCENARIO















THE GAME DEVELOPS IN SUCH A WAY THAT THE STUDENT MUST FIND A WAY OUT OF THE MAZE, BUT THE UNIVERSITY TEACHERS WILL PREVENT HIM. IF AT THIS TIME HE CANNOT LEAVE THE MAZE OR IS CAUGHT, HE WILL LOSE. AND IF HE MANAGES TO FIND A WAY OUT AT THE CURRENT TIME AND IS NOT CAUGHT, THEN HE GOES TO THE NEXT LEVEL.





## CHARACTERS















### CHARACTERS (UPRIGHT)





STUDENT









### HOW TO PLAY?

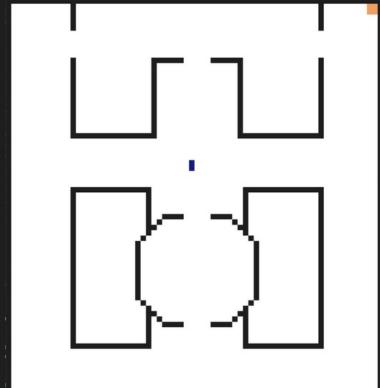
TO PLAY THIS GAME YOU MUST GET OUT OF THE MAZE AND NOT GET CAUGHT BY THE TEACHER. YOU ARE GIVEN TIME, IF YOU DON'T MAKE IT IN TIME YOU WILL GET A RETAKE :>















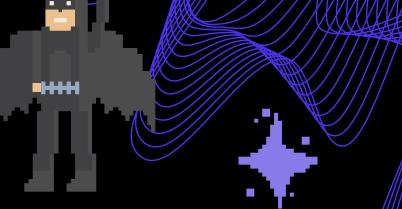




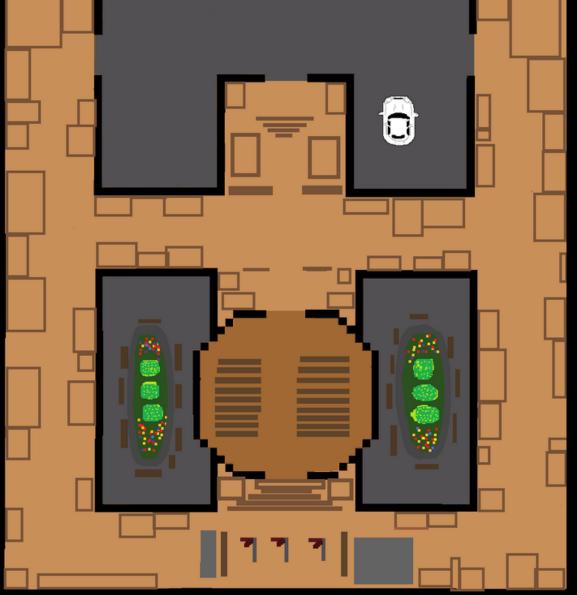


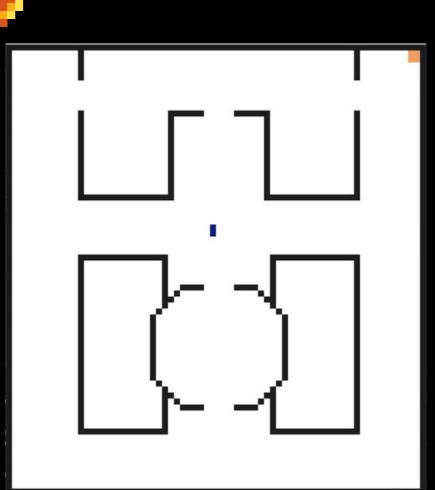
### THE MAP OUR LABYRINTH







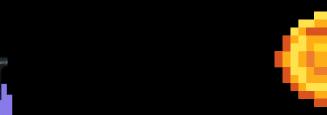




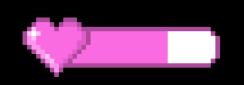














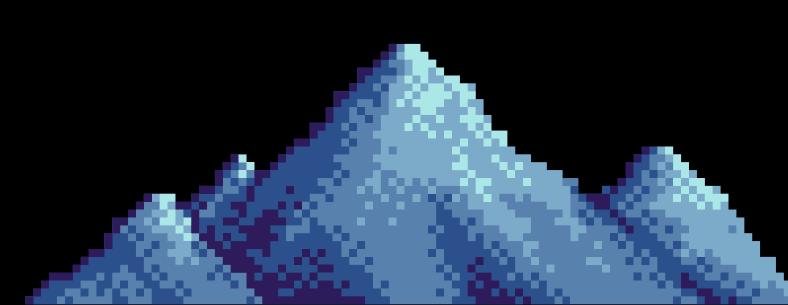


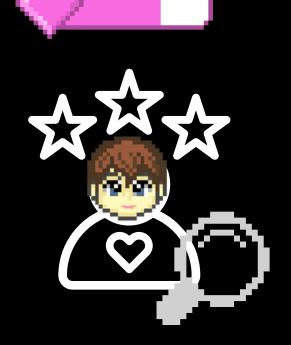


1.TENSION AND EXCITEMENT: IN SOME MAZE GAMES, YOU MAY FEEL TENSE, ESPECIALLY WHEN YOU NEED TO MAKE A QUICK DECISION OR ESCAPE DANGER. THIS ADDS ADRENALINE TO THE GAMEPLAY.















2. SATISFACTION OF SUCCESS: WHEN YOU FINALLY FIND A WAY OUT OF THE MAZE, YOU FEEL JOY AND SATISFACTION. IT'S LIKE WINNING A DIFFICULT GAME.













8. EASY TO UNDERSTAND: SIMPLE MAZES USUALLY HAVE A SIMPLE STRUCTURE AND SMALL SIZE, MAKING THEM EASY TO UNDERSTAND AND NAVIGATE. THIS IS SUITABLE FOR BEGINNERS OR THOSE WHO PREFER SIMPLE GAMES.

















Y, EXCITING FOR EVERYONE: SIMPLE MAZES CAN BE EXCITING FOR ALL AGES AND TYPES OF PLAYERS.
INTEREST IN SIMPLE LABYRINTHS CAN BE OF DIFFERENT PEOPLE - FROM CHILDREN TO ADULTS.



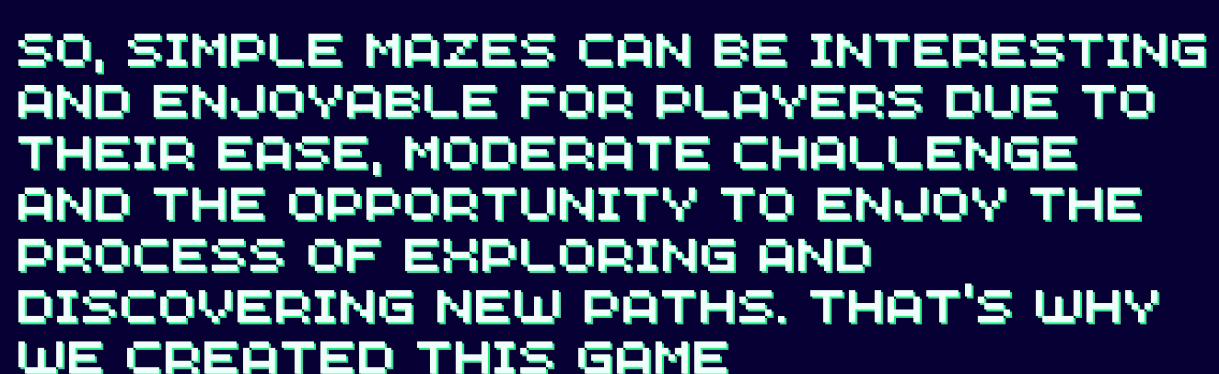










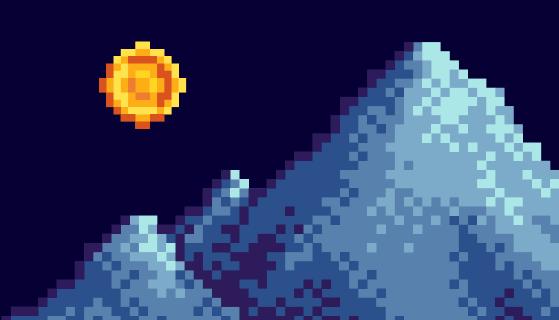














#### 🌟 TASK TRASER BOARD





**GAMEJAM** 

№ По доске

To do Presentation Documentation levels + Добавить карточку



Doing The plot of the game The map for game PixelArt for game sound effect Music for the game + Добавить карточку

THE TRELLO HELPED US IN PLANNING OUR ACTIONS. WITH ITS HELP WE WERE ABLE TO CLEARLY DETERMINE WHAT WE NEEDED TO DO AND WHAT WE SHOULD DO NEXT











THANK YOU,
FOR
ATTENTION !!!
ENJOY THE
GAME; >



