**Pandora’s Labyrinth**

Short Description:

Search the labyrinth for Pandora’s Box by solving puzzles to unlock new rooms. Once found, find the exit and get out quick before the Minotaur catches the player.

Game Stages:

1. Unlock rooms by solving puzzles or defeating enemies in the current room.
2. Search the labyrinth for Pandora’s Box. (When collected, the Minotaur is activated)
3. Find the exit and escape with Pandora’s Box before the Minotaur catches you.

Player:

Moves from room to room in search of two things; Pandora’s Box and labyrinth exit. Rooms are unlocked by solving puzzles or defeating all enemies in a room. When a player enters a door, they will be locked into a room until the room is completed, opening all doors including an exit to the previous room. The player must navigate with memory to find Pandora’s Box. If the player finds the exit first, they can attempt to find their way back after collecting the Box. However when the player collects the Box, the player is then teleported to a random previously entered room. This is to disorientate the player, making it harder to remember their way to an exit, if previously found. Player cannot leave without finding Pandora’s Box.

Minotaur:

Hidden until Pandora’s Box is found. Once found, the Minotaur is activated and spawned within a 2 room radius of the player. Minotaur moves swiftly through rooms that do not contain a player. When entering a room with the player, the Minotaur’s move speed is reduced. Minotaur has 2 options to defeat the player; collide and catch or throw rocks (stuns and reduces player health) and kill the player. If the Minotaur is more than a 2 room radius away from the player, the Minotaur will teleport to the players previous room.

Other Enemies:

Other enemies can be found in combat rooms. The task is simple, the player must defeat all enemies to unlock the doors. Their health is minimal making it easy for the player to overcome. Once all enemies are defeated an object is spawned into the middle of the room.

Objects:

Multiple Objects can be spawned into the map, each Object can give the player positive or negative effects. For instance; First Aid Kit, Slowness Potion, Show Minotaur Position, Puzzle Hints, Show map (excludes contents).

Level Design:

Level will be made from multiple rooms organised in a grid format will empty spaces to break up the play pattern. Level will be pre-created with room type ratios of; (30% / 12) Empty, (37.5% / 15) Puzzle,   
(25% / 10) Combat, (2.5% / 1) Pandora’s Box, (5% / 2) Exit. Total of 40 rooms for the player to navigate.

Puzzle Rooms:

* Dominoes – Room contains a ‘ring-like’ domino set, player must jump on a domino to rotate the domino to match with adjacent dominoes. Once all dominoes are matched correctly, puzzle is complete and doors are opened.
* Box Slide – Room contains 3-5 pressure plates with symbols equal boxes with matching symbols around the room. The player must pickup the boxes and place them on top of pressure plates, matching the symbols. Once all boxes are placed, doors are unlocked.