

Video Game Design
Maze of Shadows

Adam Lawrence Brenden Shipp

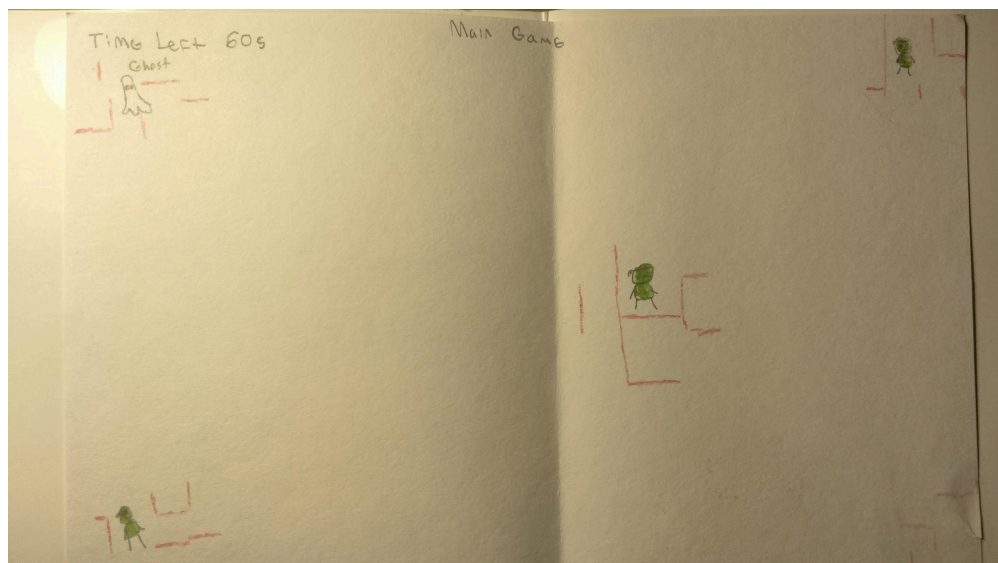
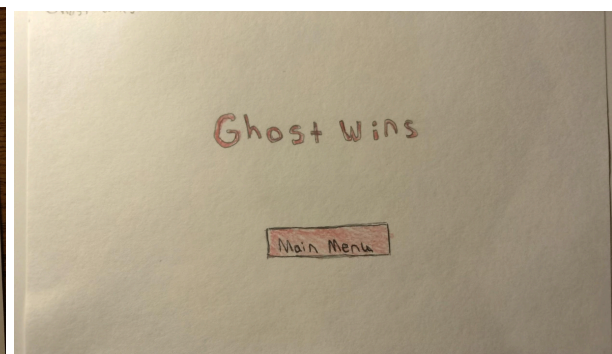
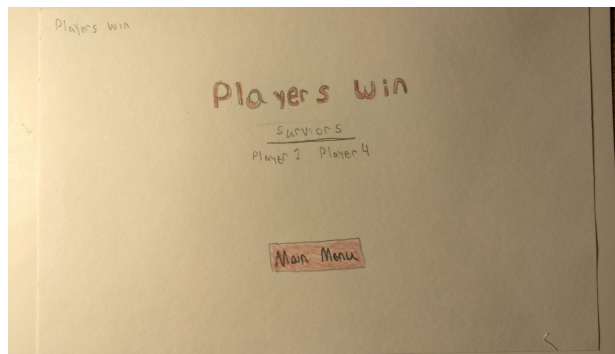
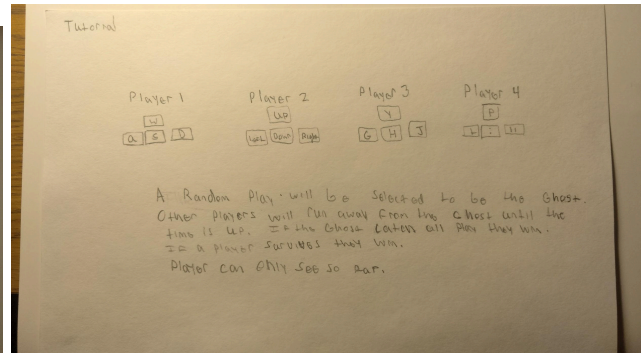
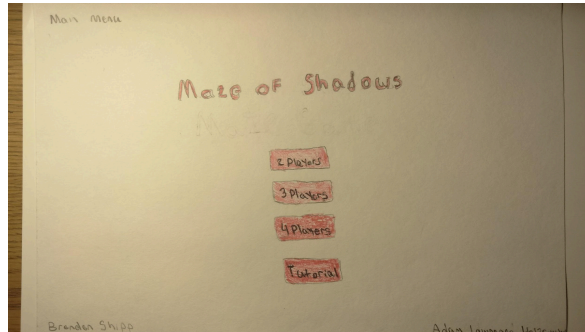
Springfield, Missouri, 2025

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Maze of Shadows is a simple multiplayer kids' game where there are multiple players up to 4 on the same keyboard and screen. One player is randomly selected to be a ghost and chases the other players. If the ghost touches another player they are out. If one of the players is not caught by the time limit the players win. And if the ghost catches all the players the ghost wins

Player	Move Left	Move Right	Move Up	Move Down
Player 1	A	D	W	S
Player 2	Left Arrow	Right Arrow	Up Arrow	Down Arrow`
Player 3	G	J	Y	H
Player 4	L	“	P	;

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Worklog

Name	Time Start	Time End	Description
Brenden Shipp	3:16	3:25	Added vertical and horizontal movement.
Adam Lawrence	7:30	8:30	Started work on the dfs algorithm
Brenden Shipp	2:20	2:30	Added the light around the player
Adam Lawrence + Brenden Shipp	3:04	4:27	Finished work on the dfs algorithm.
Adam Lawrence	9:00	10:00	Sprite work,
Brenden Shipp	9:34	10:36	Sprites, collectibles, and restart screen.
Adam Lawrence	7:05	8:40	Create Storyboard
Brenden Shipp	5:00	9:00	Added Tutorial and hunter sprite, winning screen