Figure 1: Starting screen with various UI options

Figure 2: Difficulty selection

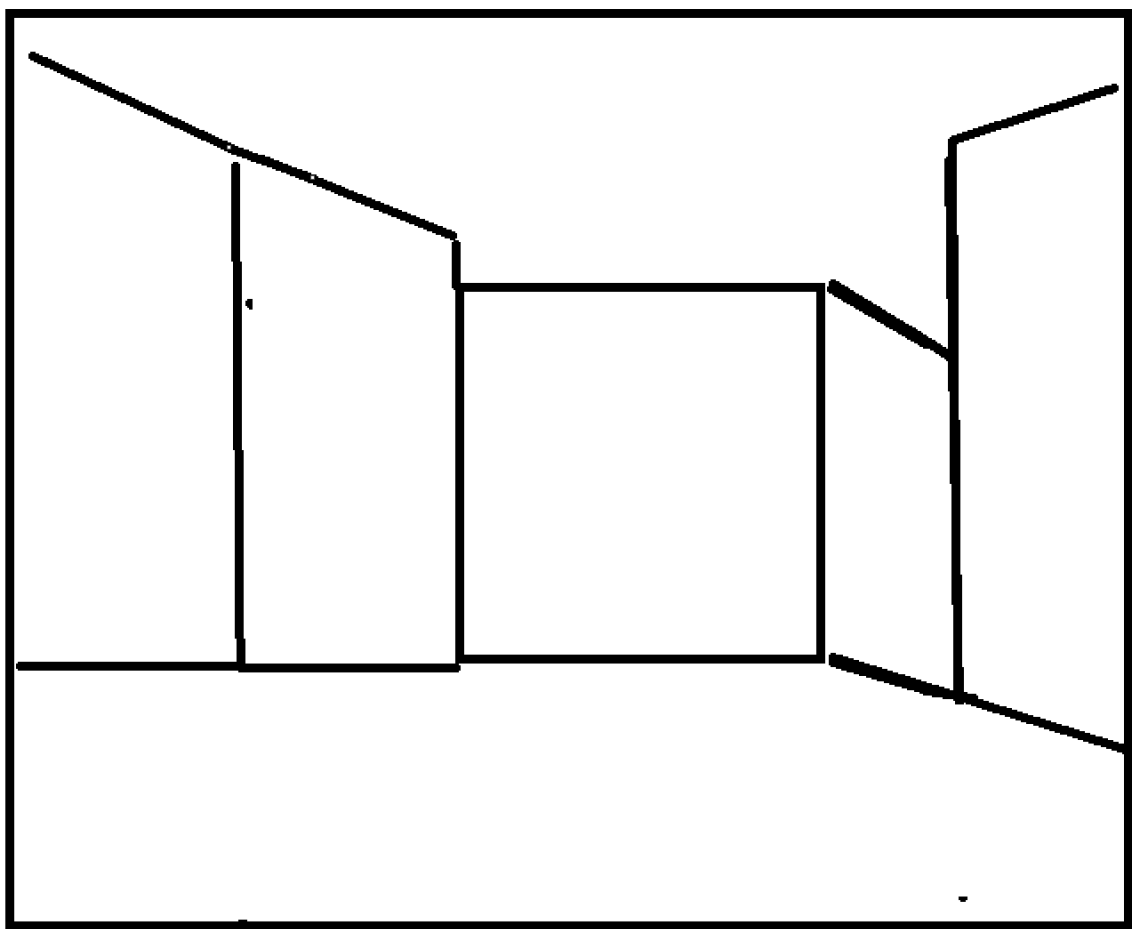*Figure 3: Sample leaderboard stored as database*

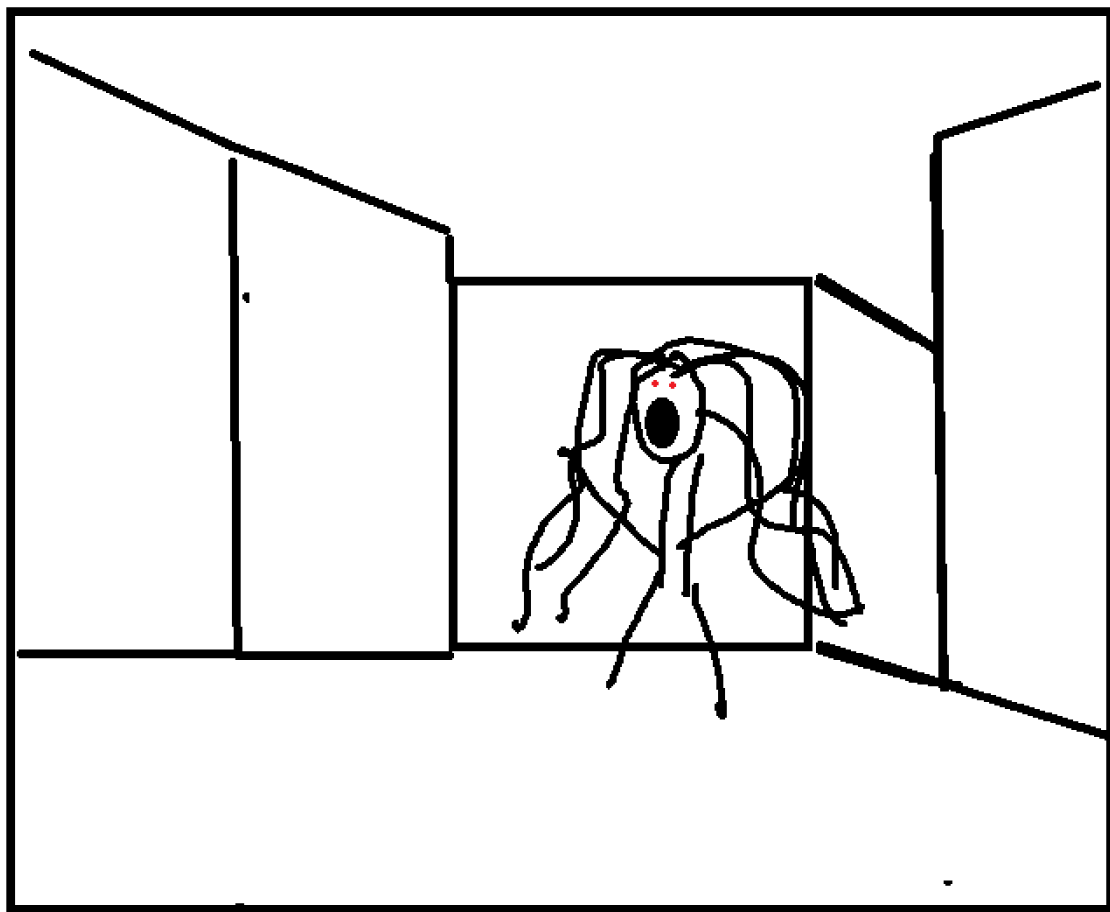*Figure 4: Representation of avg scene in maze quasi3d*

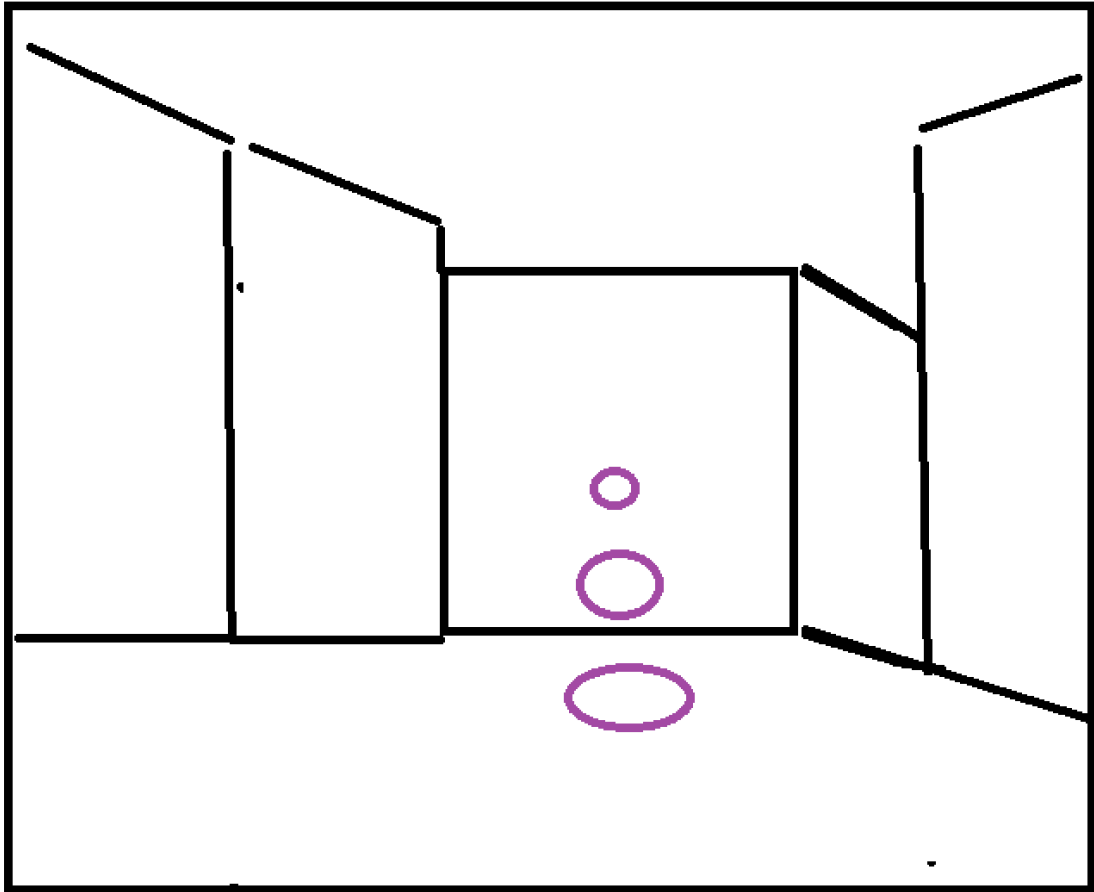*Figure 5: Player is being chased in maze by Grudge lady*

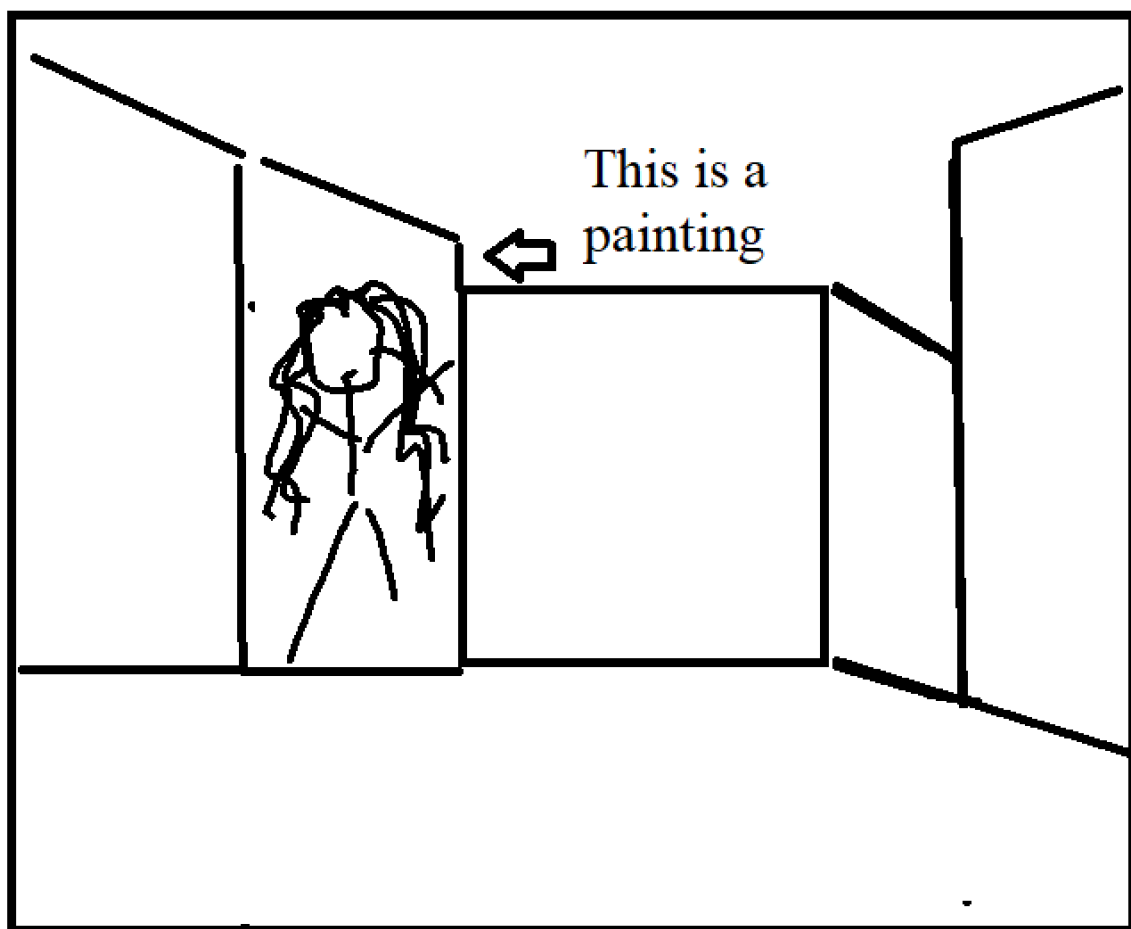*Figure 6: sample collectible rings must walk on rings to collect*

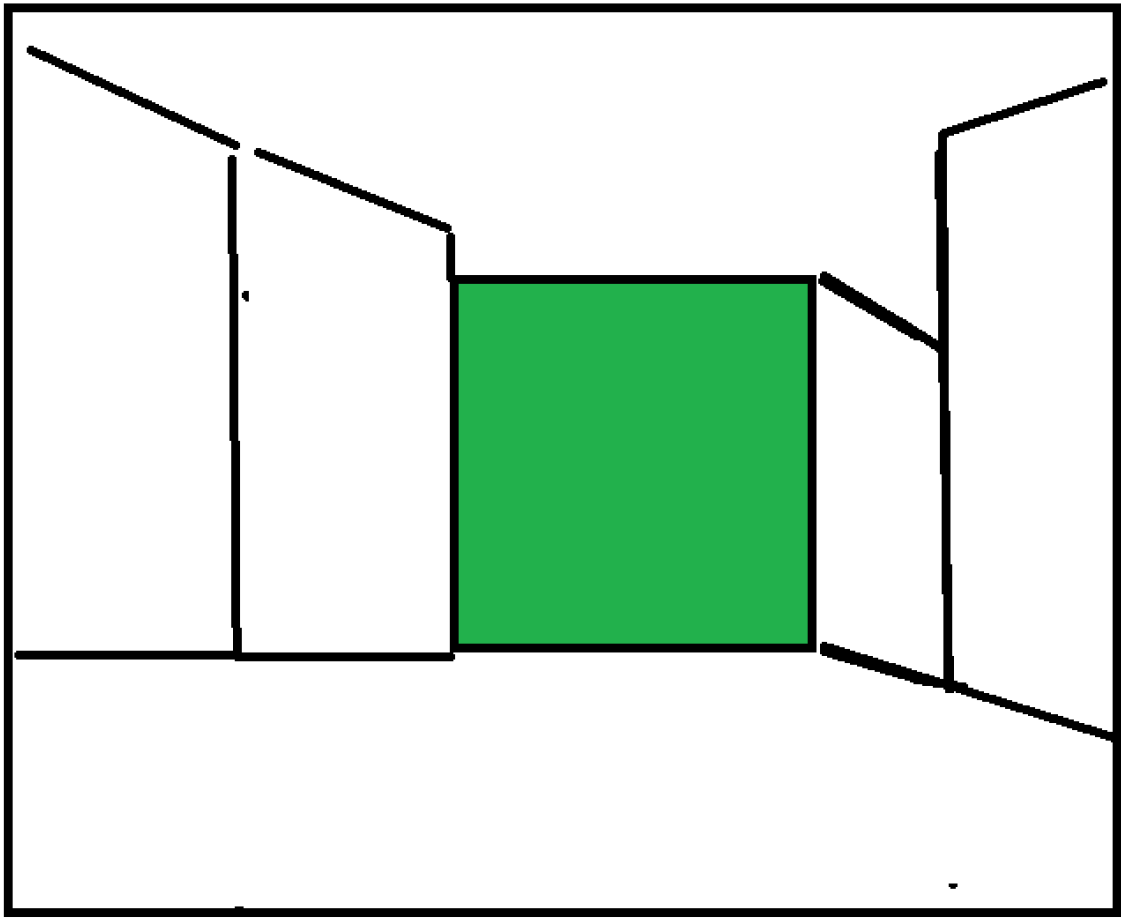*Figure 7: sample collectible : painting on wall, must interact with wall to get painting*

Figure 8: Sample hiding room, green curtain room player can pass through by grudge lady can't
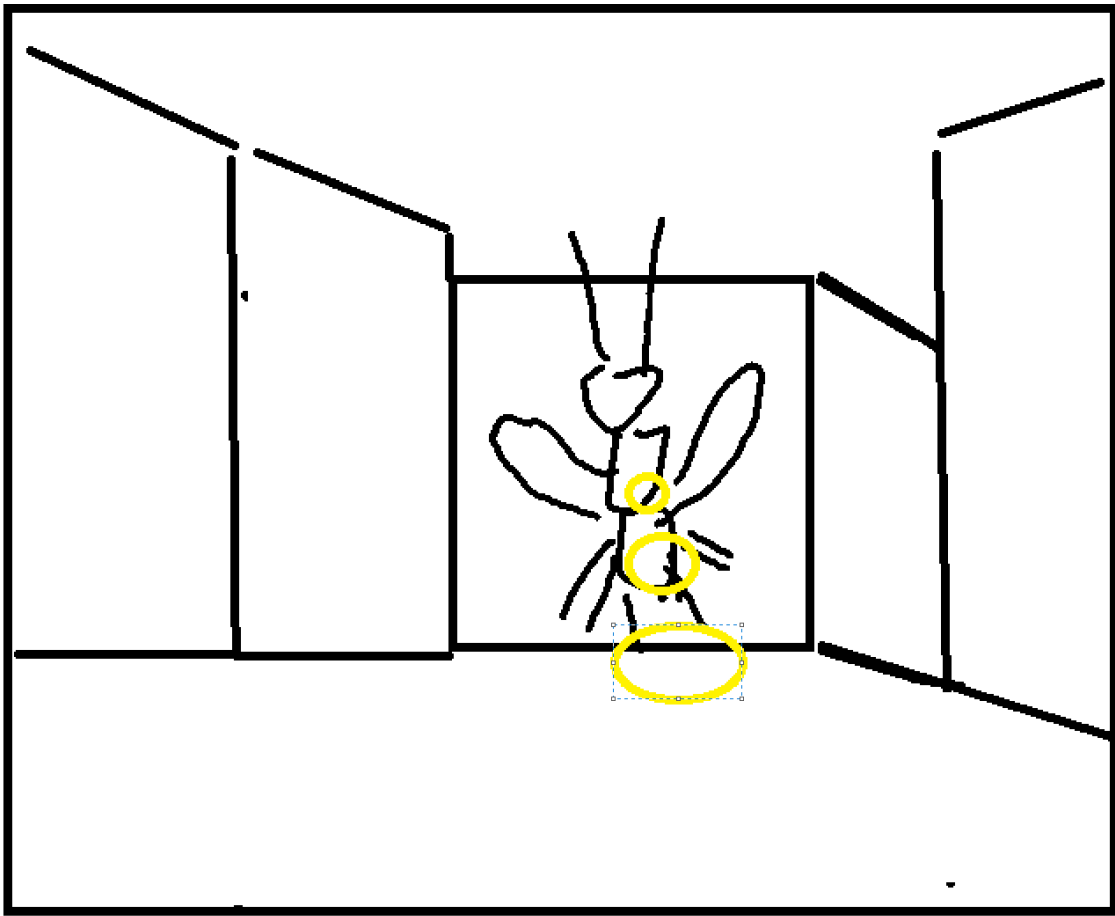
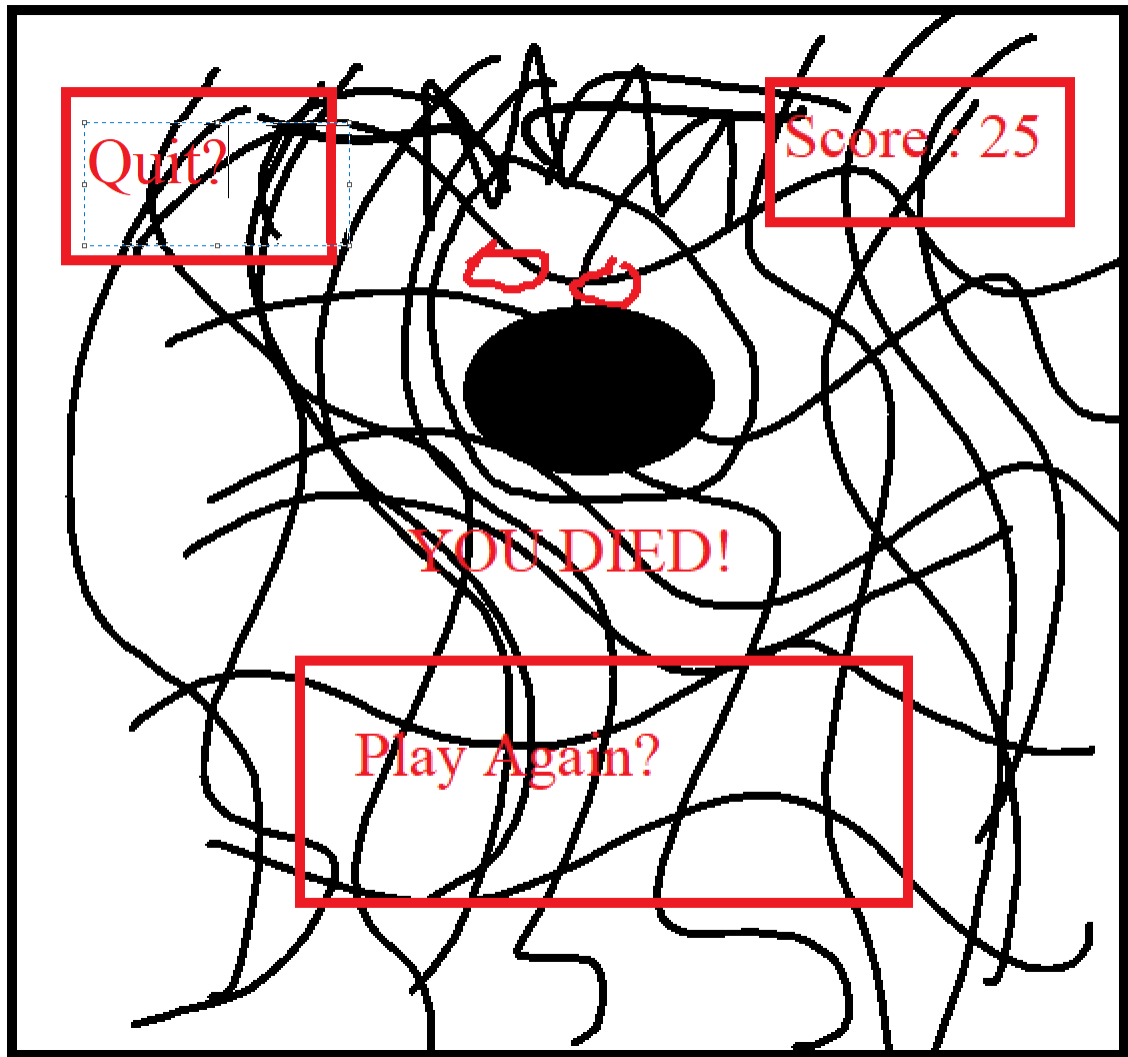*Figure 9: shooting projectiles on mob enemy (cockroach)*

Figure 10: You Died screen with either scary grudge image or player's face horrifically modified