Read Me:

To play the game, the user must download the files directly from GitHub. Once downloaded, open the file in the Unreal Engine window. For the user to play the game, you will need to navigate to the first level. Open the Content Drawer - > Content -> Maps -> Levels -> Level0. Once the level has been opened, press the play button at the top of the unreal engine window.

Use the VR headset controllers to move the character around the maze. You can look around with the headset, but on order to move, you will need to point the controller in the direction and push up on the right joystick. The objective of this game is to navigate through the entire maze. Once you find the end of the maze, you will be able to advance to the next level. Each level will become significantly harder. The higher levels have more dead ends and paths that will lead you in the wrong direction. You are timed for each maze. The faster that you make it through, the higher your score will be.

Controls: Headset to look around and VR controllers to move the character

Pressing joystick will open the menu.

Trigger to pick up an item

Scoring: Scoring work is calculated for each independent level and is displayed upon the completion of each level.

Level Score = (Difficulty){[(500)(Level Time)-1] + [(1000)(Health)] + [(200)(Lives Left)]}

Time: 0-Infinite Seconds, Difficulty: 0-4