



M

aize

(name subject to change)

Emily Ng

Concept

- Play as an ear of corn on its journey to reach the korn king: Kernel Sanders.
- Your journey will take you through a corn-themed maze with pitfalls and obstacles, all solvable through interactions with special corns.

Rules and Requirements

- There is no win/lose, only a completion condition: game is complete when the player reaches Kernel Sanders
- The player always starts and ends in the same spot
- There are fire hazards, whenever the player falls into it, they are respawned at the last checkpoint and the current puzzle is reset

Rules and Requirements

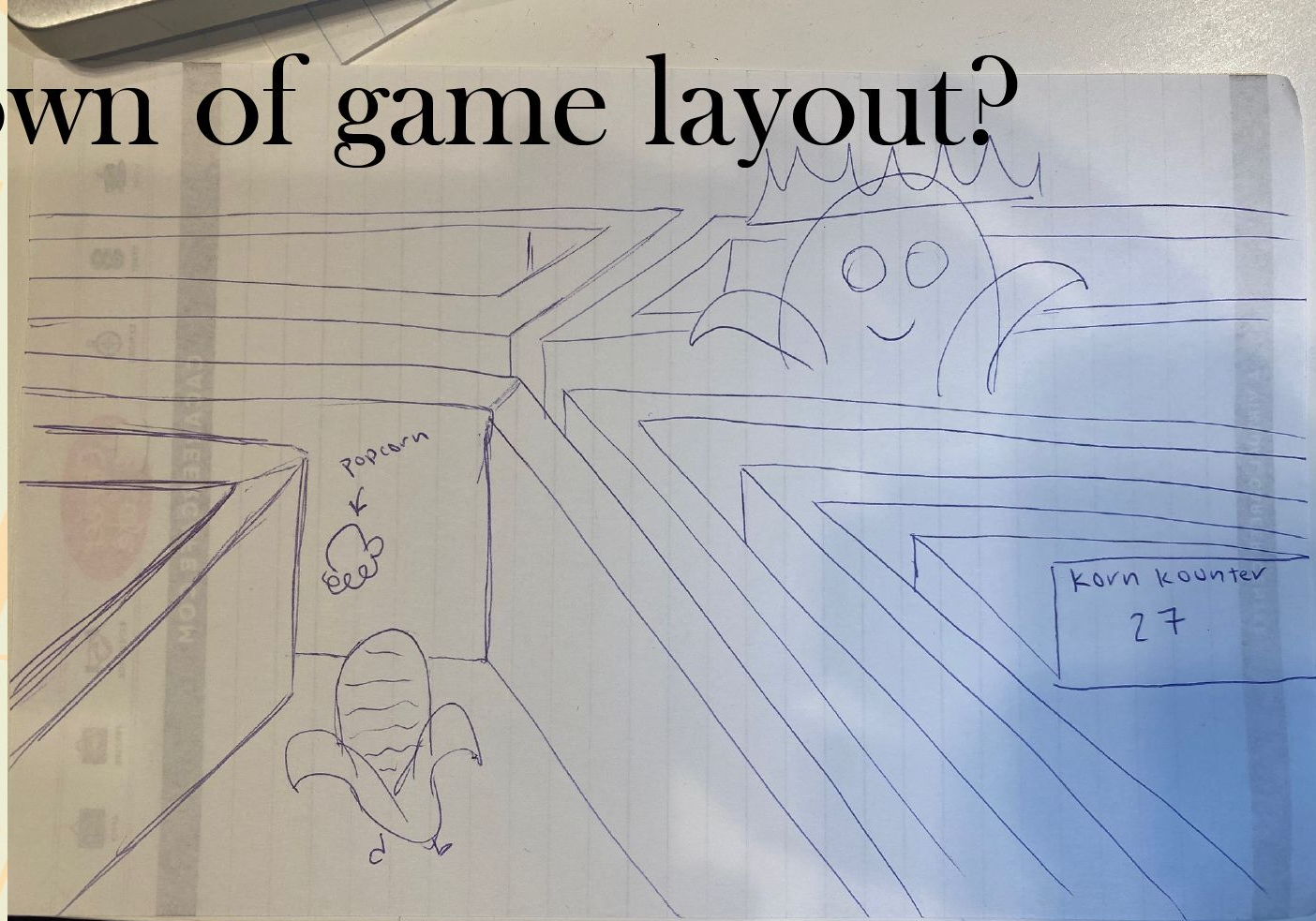
- There is an additional goal of collecting popcorns. This goal is implied through a counter and reinforced by certain colored popcorns giving buffs or clues to solving the maze.

Rules and Requirements

This game needs:

- A terrain, texture, and environment effects
- A corn model
- A popcorn model
- A game manager, created in Unity and VS Code
- Interactive scripts, written in VS Code
- UI/UX elements counting popcorns collected
- Starting and Finish points, and a fire hazard

Top down of game layout?



Game Start

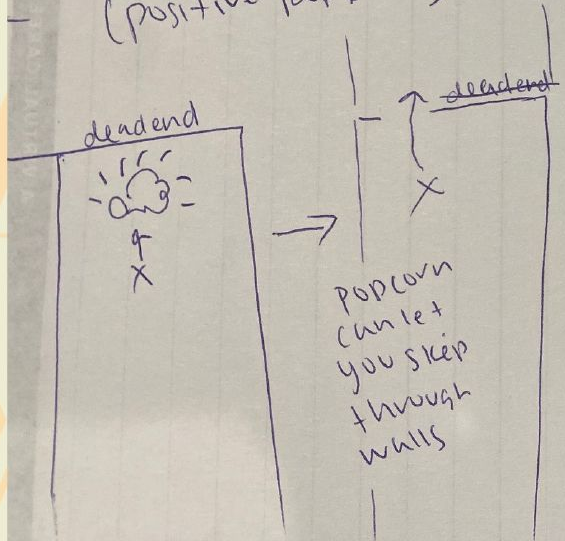


Gameplay examples

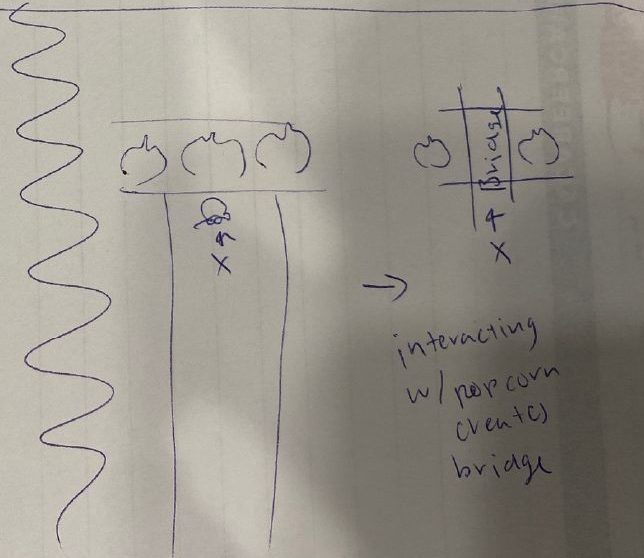
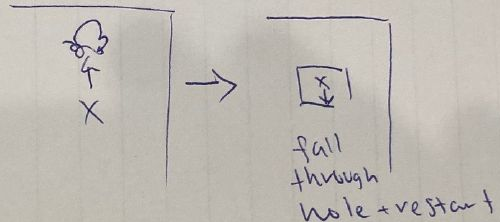
x = player
☁ = popcorn (special)
☁ = regular popcorn
5 = five

must outweigh
negative

(positive popcorn)



(negative popcorn)



Endgame

