

## Minimum Viable Product (MVP)

The Minimum Viable Product (MVP) defines the essential features that a product must have to be considered operational and functional to its intended stakeholders. It represents the smallest yet complete version of the product that meets the core needs of users while allowing for early testing, feedback, and iteration.

- Runnable .exe: Product should be able to run like any desktop on app from clicking the exe and starting the Unity built game
- Window: A window should pop up on app start on a Windows desktop that will be used to display the game
- Main Menu Interface: The user should be introduced to a main menu where they can decide to quit from the game or proceed
- Maze Level: On game start from Main Menu the main game should start presenting a maze-like layout with closed wall all around and random walls building paths on the inside
- Controllable Character: The user should have an on-screen character entity that the user can control with arrow keys. Character should be able to navigate the maze while having collision with the walls (can't pass through walls)
- Maze Goal: There should be an end goal on the other side of the maze away from the character, but have a reachable path from character to end goal. Once the character reaches the end goal the maze level is complete
- Educational Questions: The maze should have obstacles in the form of walls or doors that provide educational questions suitable for children aged 10-14. Once the questions are correctly answered the obstacles are removed; opening a path towards the end goal.