Assets:

Piskel art - lamp animation, walking animation of player, standing player, title screen, end screens, checkerboard floor, brick walls, toilet, more floors

Music:

Music from Psycho by Bernard Hermann, free scary sound from Sound Bible

Functionality of game:

Player must complete maze before timer runs out, the player can only see where his lamp shines and his oil is running low. Oil can be found and will add time to the time limit.

To move player use the keys