

Unnamed project

Maze game

Designed by Maze team

PC

Ages 9-99

Concept

Game story- An explorer is out adventuring and one day finds an entrance to something. As he starts to walk in to find out what it is a voice calls out to him. The voice tells him to turn back, this place is not safe. But the adventurer keeps moving forward. Again the voice yells to not enter the cave because it's dangerous, but the adventure continues. Finally something manifest in front of him, a spirit. The spirit tells him that he is entering the maze, a death trap that is said to hold a treasure deep within its twisted walls. The adventurer laughs and respond with why should he turn his head to treasure, and the spirit warns him that there is no treasure worth going through the maze. He knows this because he was the last person to enter the maze. The adventurer thinks to himself and answers that he must see this maze for himself and walks forward. The spirit smiles and disappears and the entrance to the maze closes off.

Game flow- the game is a first person game where you travel through a maze. The maze presents hints and tricks on the walls from previous adventures. As the player travels through the maze they will run into challenges that, if completed, will lead deeper into the maze. Each challenge is different, ranging from a platforming challenge to a racing and finding your way through a dark room. Everything is leading up to the final challenge where the spirits of the past adventurers want the treasure for their own.

Character and controls

The character is a adventurer. He loves going on different quest and finding treasure. When treasure is involves or a challenge rises up he cannot say no to it, which is why he decides to dive into the maze.

The spirits are the previous people who have entered the dungeon in order to take the treasure for themselves. The first person to enter meets with the player at the entrance and different challenges in order to try and help them with the plan of using him to find the treasure.

Controls

=> Move

=> Jump

=> Start Toy Car

=> Sprint

Gameplay

The game takes place in the maze. The player starts off in a room with the option to either continue forward or exit the game. The player must navigate the maze in order to get to the treasure and reap its rewards. The only way to continue through the maze is to find challenge doors which inside them the player must complete an objective in order to proceed deeper into the maze. The player has a choice between 2 challenges and if the player does not like how a challenge sounds they can find the other challenge and try that one. At each challenge the spirit will appear to explain the challenge to the player. There are 3 sections of the maze to complete and 3 challenges to complete, including the final challenge.

Level 1. No obstacles during the maze. The left pose is challenge 1, the right post is challenge 2. Through challenges 1 and 2 the player will go downward, where level 2 is. Level 2 is BENEATH level 1



Level 2 presents Keys, represented by the gold, and pitfalls, represented by black holes. Pitfalls can happen either by allowing the player to jump over them or to open up when the player stands on them and then close back up. The challenges are at the post. The left post, requiring the gold bars key, is challenge 3 and the right post, requiring the gold dust key, is challenge 4. These challenges do not lead down. LEVEL 3 IS ON THE SAME HEIGHT AS 2

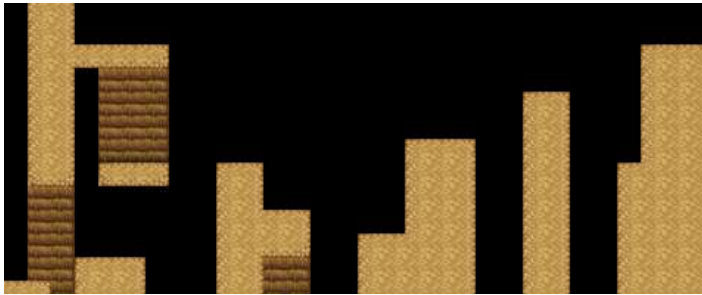


Layer 3 presents both the keys and pitfalls. The floor also releases gas that makes it hard for the player to see. The end box is challenge 5, requiring both keys to enter.

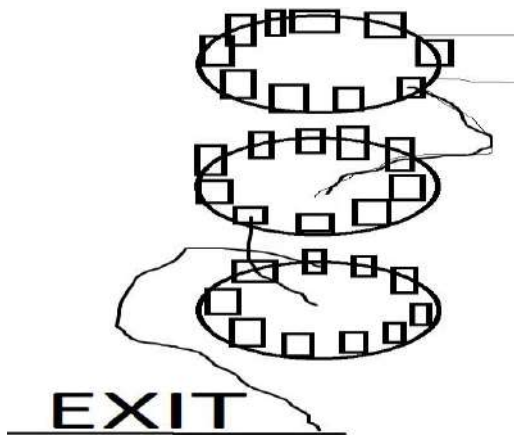


The challenges are

Challenge 1 platforming. The player must jump from platform to platform in order to get to the other side of a pitfall.



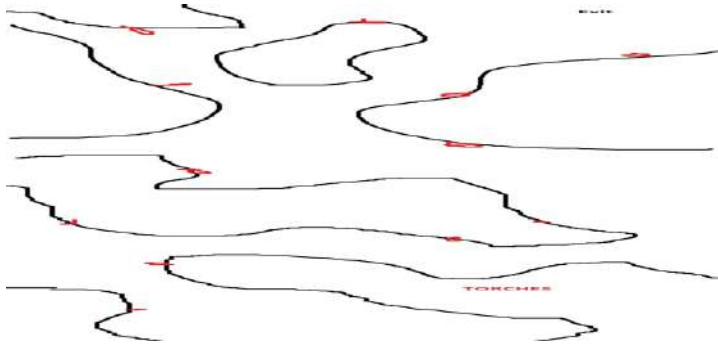
Challenge 2 find your way through doors that act as portals. Find the correct series of doors to find your way out. Chose the wrong door and get sent back to the first tier.



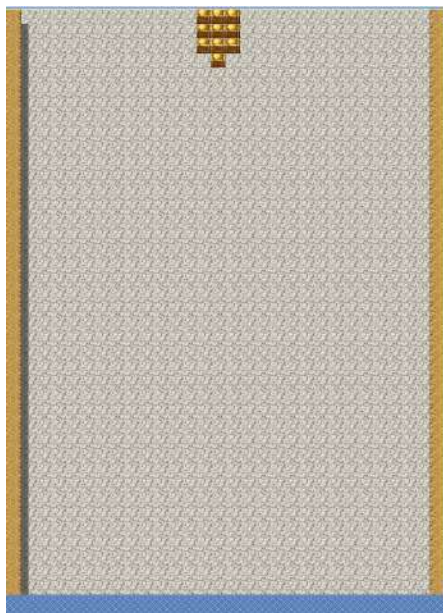
Challenge 3 Drive your miniature car through a short track to hit a switch and open a door.



Challenge 4 the dark room. Light the torches by shooting them in order to light the way through this dark part of the maze.



Final challenge the spirits of the past adventurers to enter the maze has shown up and wants the treasure for their self. Outrun the spirits and get to the treasure before he does. Additional obstacles can be added by level designer



Game world

The game takes place in the maze, which is located underground. The setting is like a cave/catacombs feel. Spirits speak to the player as they travel further in the maze. Some signs and messages on the walls are hints and directions from previous adventures, some are traps to trick others.

Gameplay Mechanics

Hazards-

- Maze layout that confuses the player
- Platforms to land on
- Portal doors that trick the player
- Race track that has its own obstacles
- Torches for the player to light
- Pitfalls the player can fall in
- The spirits

Mechanics

- Turning
- Jumping
- Shooting slingshot
- Moving
- Controlling car
- Lighting torch (walking up to it)
- Sprinting (during final challenge)

Enemies and Bosses

The spirits- All of the previous adventures that have entered the maze for the purpose of obtaining the treasure. With the player finding the room that has the treasure, the room no other has found, it's a mad dash for the reward.

Bonus Material

There are no bonus material conceptualized

Monetization

What?

