GA 3331 – Week 4 – Lab Exercise

You are to develop a prototype for a maze-style game in unity, utilizing the lessons explained during class.

# Deliverables

* One ‘maze’ level that you win by reaching the exit.

# Materials

* Triggers
* Third person controls
* GUI

# Recommended Process

1. Prototype out your level on paper first, and make sure it’s solvable!
2. Get your basic controller movement, camera, and win conditions completed first.
3. Layout the level and playtest!