Mazed Keys (Proposal by Gary Goh)

**Mazed Keys** is a single player puzzle game where the player utilizes the keys for doors logically in order to get to the exit to advance to the next level. Each door has one or more keys required to unlock based on color. Keys can only be used once per door. Levels also includes “traps” which relocks a particular door if a door is unlocked. Player move around rooms which its doors are unlocked. There is no time limit in the gameplay, and can restart whenever a player gets stuck.

Below is a simple level of **Mazed Keys**. Colored circles represent keys and colored rectangles represent doors. There is only one solution for this level.

Start

Exit

**Unique Selling Points:**

* Simple and challenging gameplay, easy to learn but hard to master.
* Well-polished handmade levels.

**Features**

* Dynamic viewport allows the player to see rooms that are off their view
* 20 levels including level editor

**Task Breakdown**

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| **Name** | **Gary** | **Jeffrey** | **Sham** | **Glence** |
| Week 1 | Mechanics | Mechanics | Debugging | Debugging |
| Week 2 | Level Design | Debugging | Debugging | Debugging |
| Week 3 | Report | Report | Report | Report |