

GRAVITY MAZE GDD

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Overview

Gravity Maze is a space-themed logic game. The player has to use gravity to move the yellow ball around the map avoiding obstacles to finish each maze.

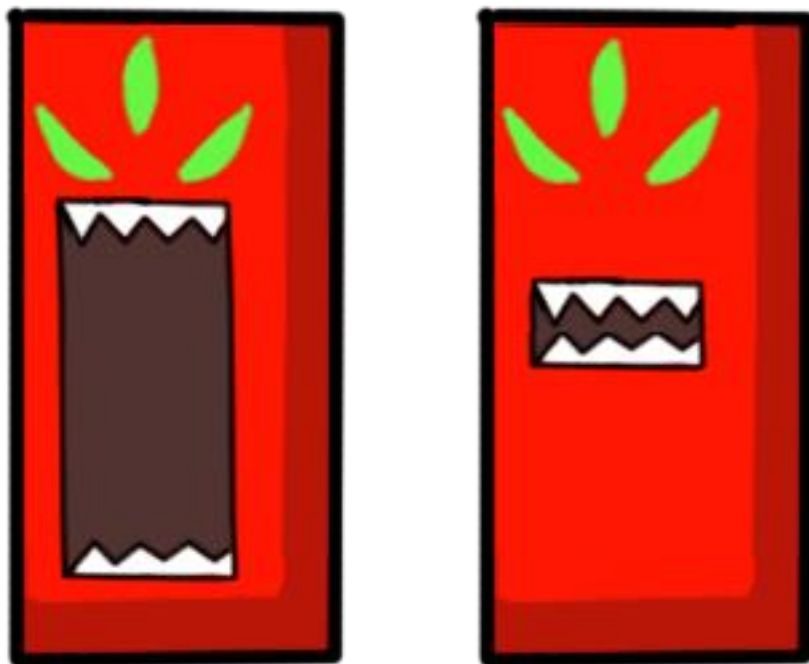
Playing

The player controls the yellow ball. At each map, the player starts at the green circle and must use gravity to reach the red circle. The yellow ball can be eaten or exploded by enemies. In the last levels, it can also get lost on space. Those three situations leads to game over.



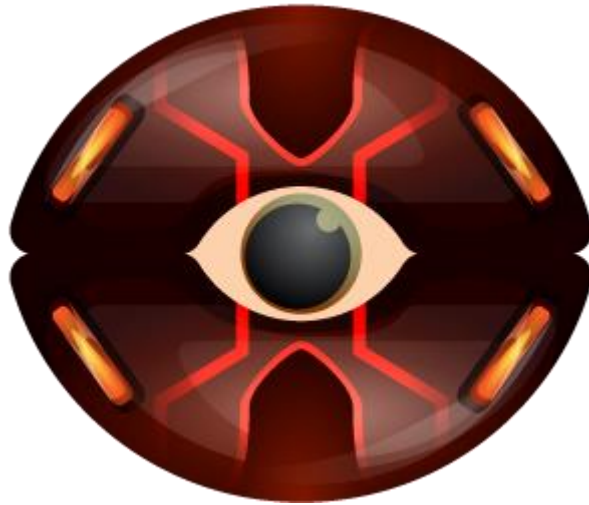
Enemies

Red Alien



The Red Alien moves around the map in simple movements in just one direction (horizontally, vertically or diagonally). If the ball touches it, it eats the ball and its game over.

Bomb



The bomb doesn't move. It always stays at the same place. But, if the player touches it, it explodes and its game over.

Obstacles

Wall-less bridge



The Wall-less bridge can be used by the player to go from one side of the map to the other. If the yellow ball gets too close to the border, it will fall in the space and its game over.

Maps

Level 1



It's a simple level made just to know the movements and the game. Doesn't have enemies nor any real maze difficulty. It starts with a simple tutorial about how to hold the phone.

Level 2



Slight difficulty increase in the maze format

Level 3



Now, we have one single enemy. Levels 3 through 5 explore the usages of the red alien.

Level 4



Level 5



Level 6

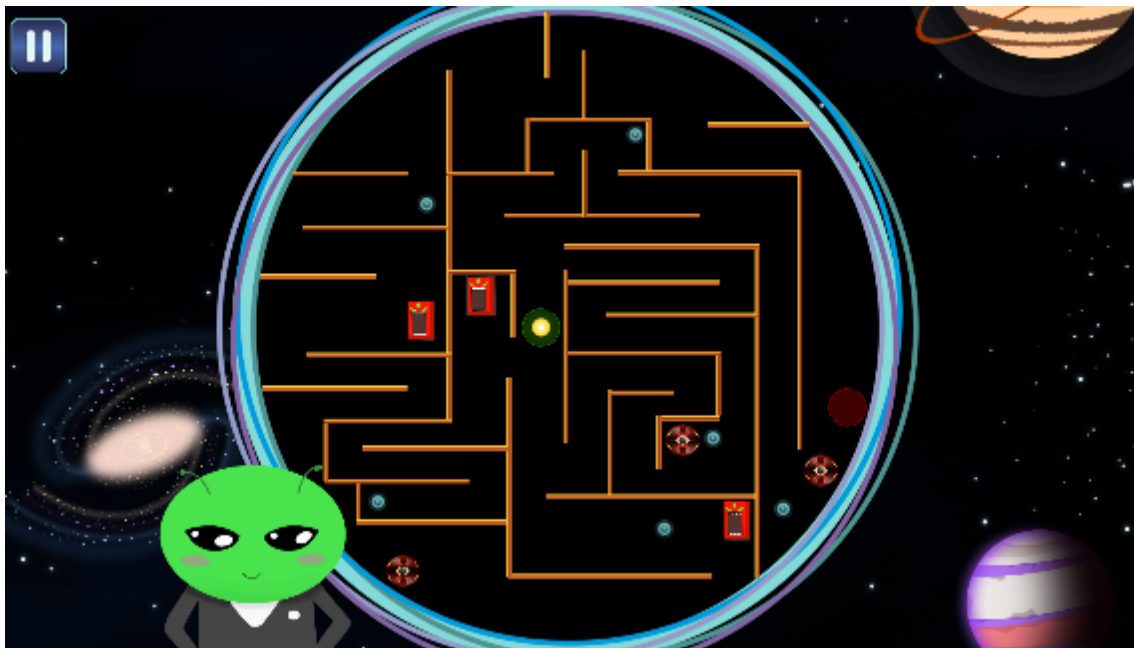


Levels 6 through 10 explore the red alien AND the bomb. Background and music changes.

Level 7



Level 8



Level 9



Level 10



Level 11



Levels 11 through 15 explore the red alien, the bomb AND the wall-less bridge while creating a double-maze. Background and music changes.

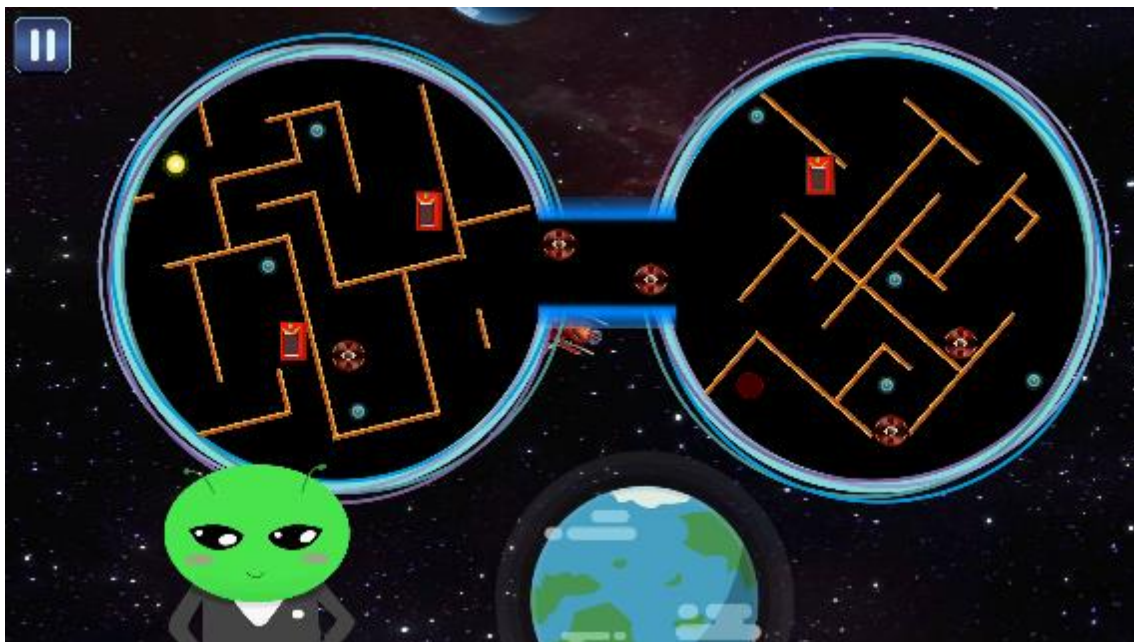
Level 12



Level 13



Level 14



Level 15



Downloaded Assets

Assets from Unity Asset Store

- 69 Game Over Jingles Pack (Free)
 - Tine Schenck - Game Over Jingles Pack - 30 Jingle 4
- Absolute Space & Sci-Fi (Free Sample) by Voltz Supreme
- Animated Loading Icons by David Stenfors
- SciFi Music Pack by Adam Bielecki
- CasualGameSounds by Dustyroom
- Deep in Space by Breitbarth
- Dynamic Space Background Lite by DinV Studio
- Planets with Space Background in Flat Style by DinV Studio
- SpaceSkies Free by PULSAR BYTES
- Free Sound Effects Pack by Olivier Girardot

Assets from CraftPix

- Free Space Shooter Game Objects
- Free Space Shooter Game GUI