Jesse Hicklen

CS-423

Elevator pitch

Maze Escape Game

Concept:
Navigate through a 3D maze while avoiding obstacles and escaping AI enemy's that hunts the player. And try to find the end for the big prize before time runs out.

In the game, there will be one maze level. The player begins at the start of the maze and must reach the exit to win a big prize. Along the way, they'll encounter obstacles that block paths or slow them down, forcing them to make quick decisions. To add tension, AI-controlled enemies will actively chase the player through the maze. The player must stay ahead, or they'll get caught. The time limit adds another layer of pressure, so you can't just wander around you have to balance speed and strategy."

Core Features:

- One complete maze level

- Interactive obstacles to slow or block progress

- AI-controlled enemy that chases the player

- Win by reaching the maze exit before being caught or before the time runs out

Why This Project Works:

- Manageable scope (one maze level)

- Demonstrates player movement, AI behavior, and collision detection

- Adds suspense and challenge with enemy pursuit