**Introduction**

1. Storyline

You were reincarcerated into a new world, and you found yourselves in a maze when you woke up. Try your best to escape this maze with copious number of hazards and return to the real world eventually.

1. Rules
   1. Move your character with WASD or arrow keys
   2. Avoid touching patrolling guards
   3. Avoid touching flying bullets
   4. Reach the goal
2. Winning Conditions

Player reaches the goal for each level (scene).

1. Losing Conditions

Player gets touched by either patrolling guards or flying bullets, and they will be sent back to their spawning point.

**What’s new**

1. Add an invincibility toggle to help test death and respawn
2. Refactor some code to further their reusability
3. Programmatically load the scenes based on scene’s name
4. Add Sound Manager to help play sound effects for death, respawn and goal
5. Add multiple variants of the prefab to make the game more fun