Don’t Get Eaten

I created a 3D maze. To navigate you can use the WASD or the arrows. You can Strafe by pressing Q or E. Instead of collection points you collect batteries. If you run out of batteries and are in darkness for too long you will lose the game. The goal is to find the exit before you run out of battery. I used the asset store’s 3d MMO controller for the controls and the textures were taken from OpenGameArt.org. I hope you enjoy Don’t Get Eaten.