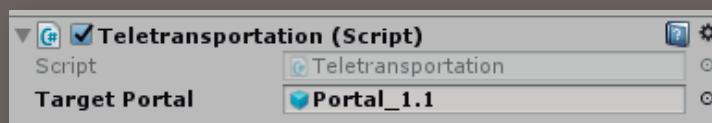
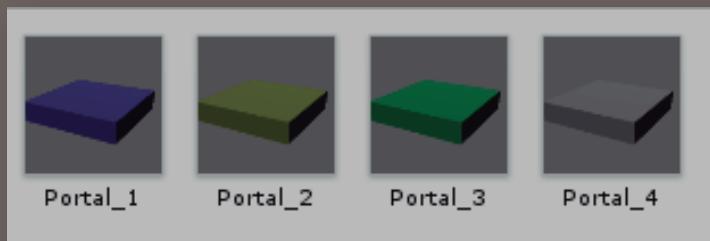


MAZE BY
Juan Pablo

You must find the exit to go to the next level, but it will not be so easy, because you will have to think which way to take to reach the end, you must use the portals located in the scene to avoid the walls.

You can add more portals by creating a simple cube and attach the Teletransporation Script, then, you have to reference target portal Game Object. When the player collides with the portal, it will be teletransported to the position's target portal and vice versa.



HAVE FUN