

# Scape Maze

Scape Maze is a game developed in Unity 3D, the main reason of this project is meet the criteria's learned at the course CSCI\_6617 - Computer Game Programming.

For this project I've used C# as programming language and Unity 3D like main editor.

This game contains player, levels, hazards, collision and audios.

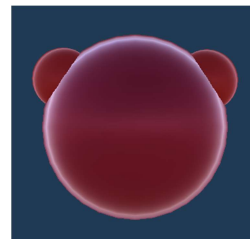
## Characters



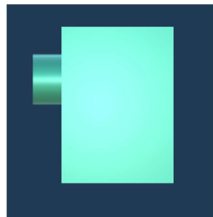
Player (Front View)



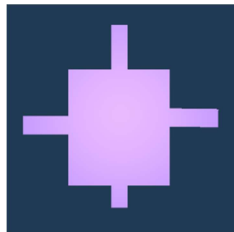
Player (Side View)



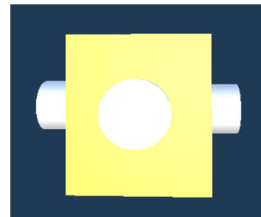
Red (Enemy)



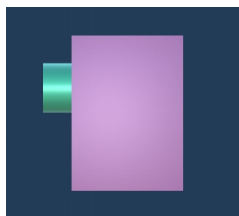
Front Shooter (Enemy)



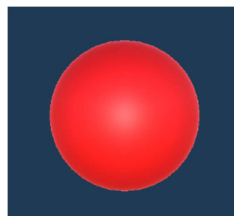
Patroller (Enemy)



Random Shooter (Enemy)



Fast Shooter (Enemy)

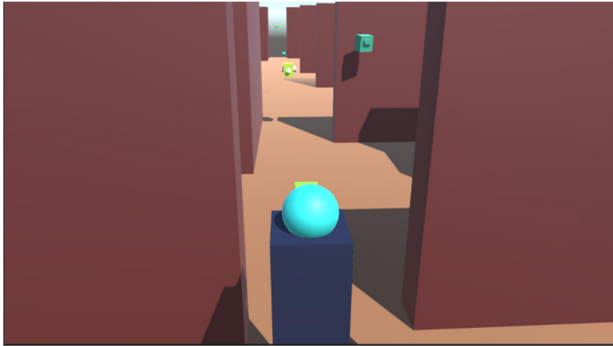


Projectile

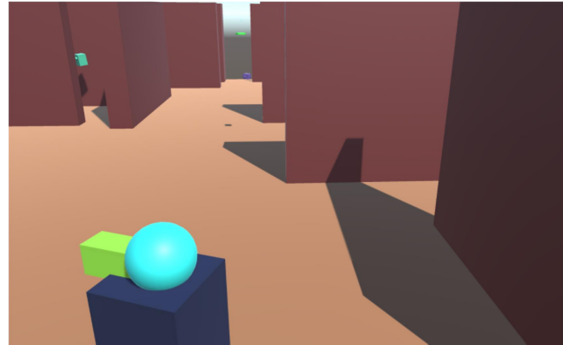


Goal

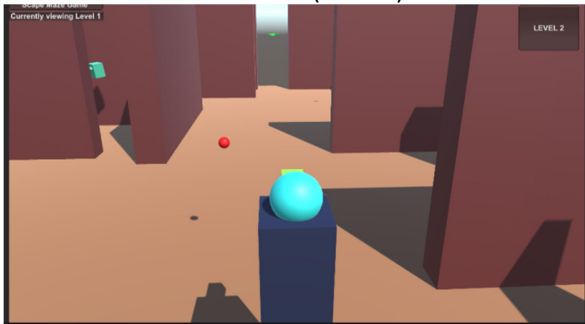
## Scenarios



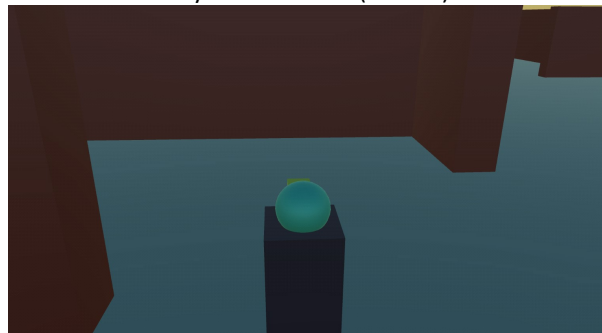
Main View (Level 1)



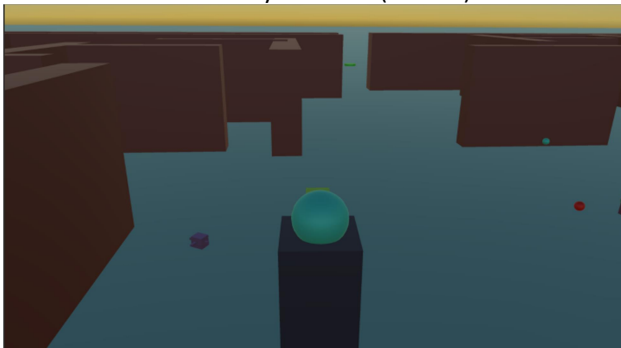
Player Movement (Level 1)



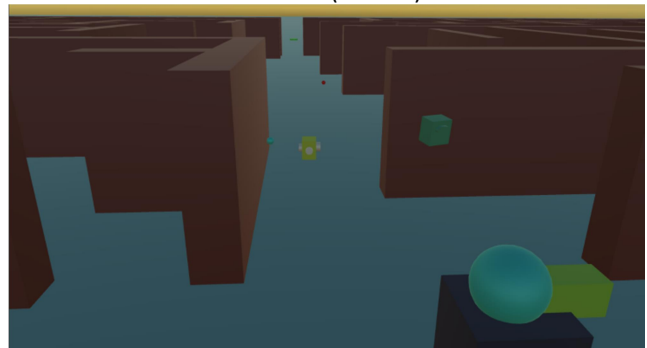
Goal on Player's View (Level 1)



Main View (Level 2)



Player Movement (Level 2)



Enemies and Weapons (Level 2)

## Rules and How to Play

The main objective of this game is to be able to find the **green goal**, and avoid being eliminated by one of the enemies. There are several (shooters, random shooter, red dots and patrollers; when you complete level 1, you can advance to level 2, or failing that, you can select the desired level.

You can press the ESC key to pause the game, or the space bar plus the direction key to where you want to go, this will speed up the player's speed. If you are eliminated by a threat, you will be able to restart the game. There is no life limit; you can play as many as you want.

Good luck and happy game!