5 similar type of software

//Escape the Glade

//Some ways to kill monster

//Get the map from monster

//Auto generate map

//Have a team,

//Safe place

//A trap to stop and kill monster

//Monster stop following player for few second and get lost if not directly seen

//Blood effect and blood +hp

//Powerful armour and weapon are needed

//Route planning

//NPC

//And peek where, make noise (trap)

//Generate map from a random generate seed

RPG-Maze

//Speed too slow

//Good ui,

//Unfair fighting experience,

//Random genertate map

Token and power up(fire, sprint, heal system), have music off function, level preview, collection of key

Maze RPG Dungeon

//Time limited system

Health boost by item

//Worst controller experience

//No pause menu

//Cant move when hit

Maze Runner 2D

//Pressure plate

//Coin, one way only

//Right hand controller

//No pause menu

//Fake multiplayer (AI + name generator, system brodcast)

//Flashbang

//Slow down effect

//Trapppppppp + blade

//Collision

Labyrinth legend

//Staff credit,

//Rich setting

//Session restore

//Tutorial

//Guard,

//Menu use

//8 direction of movement

//Walking effect

Sorting of inventory

//Remind the monster are going to attack with (!)

//Treasure loot and easy kill

//Health bar of monster and knockback

//Awake system

//Continue hitting

//Some monster carry a key

//Get money/ resource from bush/ tree

//Arrow

//Any direction

16 damage deal

//New resource compare to what you have now

//Inventory combine with pause

Quite easy to solve no need map

//Endless Maze Runner Survival 2

//Too much ads

//Control are not good, user friendly

//Movement are too slow, take 15 second walk to the finish line in the straight road

//No map, hint

//Shadow not realistic and glitch for watching though the wall

Stumble guys

//Clear ui/game lobby

//Massive multiplayer server

//Hosting by a people, joining with game code

//Achievement system

//Name changing and skin custommisation

//Shop and free prize everyday, attract to people come back everyday

//Leaderboard ranking system.

//Multiple maps selection.

//Good physic experience and cartoon

Objective

// Want a quick teleport?

//Level = difficulties?

//Boss at the end?

//Want a loot box, game coin affect game play?

//Time limited like area closing in pubg

//Npc

//2d or 3d,

//Long engaging , short and sweet

//Level up long process(more achievement could be made)

//Free aim or click ro attack, controller compatible

//Weak abundant, strong but few

//Leader board: money earn eney slain level

//Visible

//What setting should menu include

//Carry on or pause when menu open,

//Multi tab or a simple scroll able menu

//Melee, expolsive, knive or punch

//Your age:g

//Do you know what tower defense is

//You like it?

//Would you prefer monster follow path or set path

//Would you like end or endless

//Do you like many but weak or less but strong,

//Can control urself or you control sth to fight

//Ways to earn money: timer or killing monster or

//Level up by experience or by quest objective

//Story>?

//Have difficulty(may be unfair and cant change in game if you regre)

//Why would you like it opinion

//Default weapon or a random weapon generated.

//Long story or short objective

//Currency , more or less

//What game do you prefer: story or sandbox?

//What aspect do you enjoy most