CMPS 160 Final Project

We want to create a maze game with a 3D virtual world. Player will spawn in the start of the maze. In order to finish the game, player will need to reach the goal

Controls: WASD to move forward, backward, left, right
        mouse movement to look around
   left mouse click to interact with object

There will be a score counter on the bottom left of the screen that will increase with progress.

There will be several rooms that the player needs to avoid such as a room filled with lava. The lava would like something like this:

To make it look like the lava is flowing, we will use multiple lava textured cube that rotates in their respected positions.
Player touching the lava will result in GAME OVER on the screen, and user will be able to restart the game by clicking. It would look something like this (different design obviously):
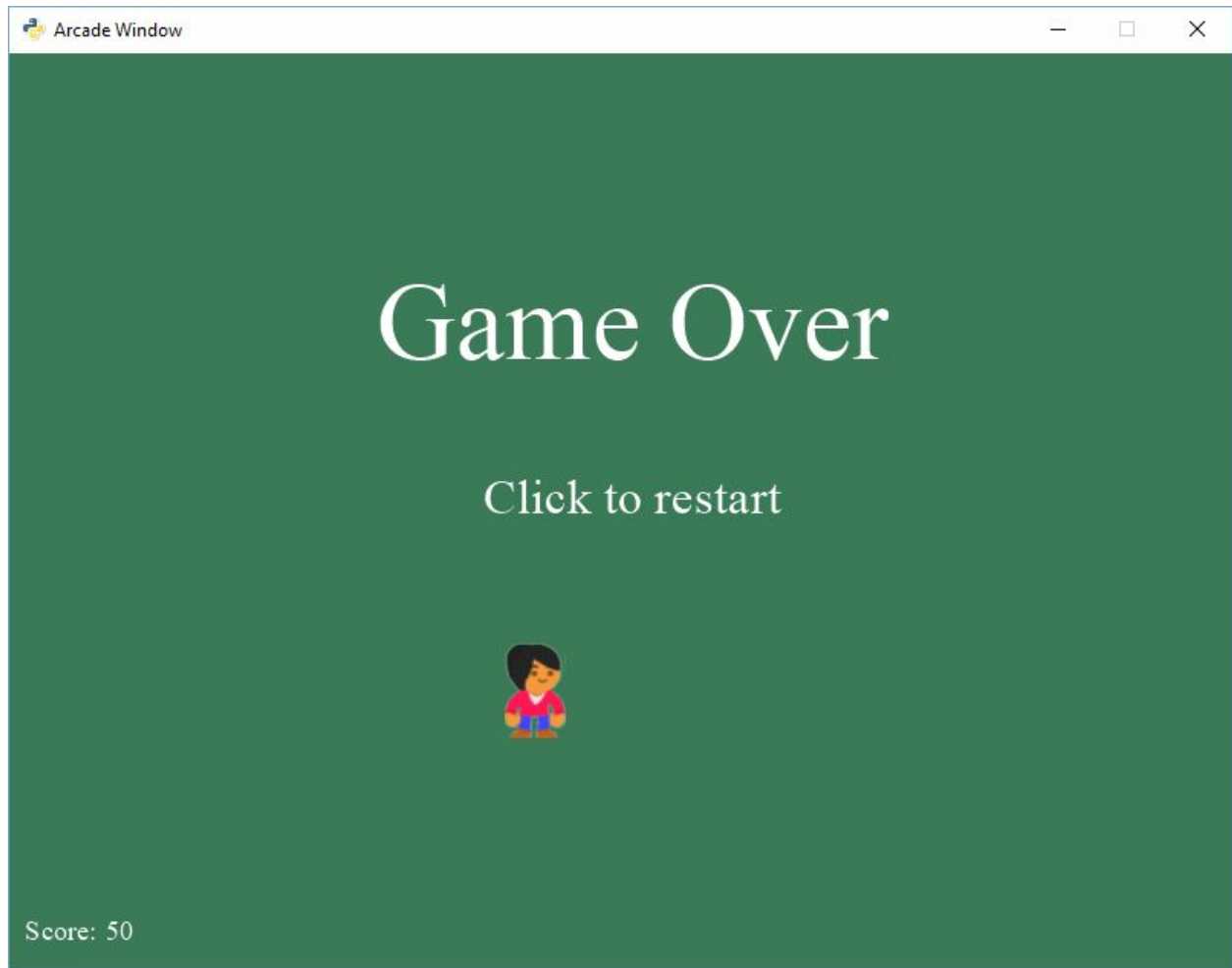
There will be doors that lead to different rooms. Player will be able to interact with the door by clicking on it and opening the door. There will be visual feedback and sound effect. When door is opened the door will disappear. The sound effect will be the sound of a door opening.

There will be a source of light above the maze that will shine. The light will be textured with the face of the trending youtuber, NintenDude.

Features:
Heads-up Display
Water effect
Fire effect
Shadow

The heads up display will work in a fairly simple way. It will keep a counter for the number of steps taken. There are other points that can be earned that will update the HUD. The water and fire effects will be areas that you cannot enter, and entering them will lead to the game over screen to appear. Shadow/lighting will be implemented so that the game has aesthetic and the maze will feel more like a trial than a fairly simple challenge.

The way the player will interact with the world is have a first person view of the maze, and be able to walk around to find their way out. The Lava and Water are hazards and the person should not go into them or else they will have to restart.

Team Members:
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