OKOTETE, Ogheneteme

The Nothing Game

How to Play:

To play the game, players need to navigate through the maze and find various orbs. The goal is to find all the orbs available in the maze. The user completes the game when all orbs are found.

Movements:

W/Up button: to move forward

A/Left button: to move left

S/Down button: to move back

D/Right button: to move right

Spacebar: to jump

Trackpad/Mouse: to look around

ESC button: to quit/pause

Cheats/Issue:

There are currently a few issues with this build. The first issue is that the player can walk through walls in some spaces. This affects the play because since it is a maze, users are to find it difficult if they take the wrong turn and not be able to float through the walls onto the right path.

The other issue which I believe is a cheat is that in some cases, users can get one orb and then hover around that space a little bit and the counter number begins to increase as if they have gotten more orbs.

External Sources:

For this project, I used the First-Person Controller script for the controls of my character. I believe that was the only external script I had imported for my project.

Where to find Build:

Due to the issue I have been running into for my web build, I have submitted a PC Build for this prototype. The PC build can be found in the **Build** folder in the main directory and in that Build folder it is located in the **FinalProtoype** folder.