Mock Up Slides

Introduction

Our mockup focuses on the frontend aspect of the project as the backend is very boring and not very visual!

We have developed a pac-man style game currently named "escape the maze" (working title) that is designed to be in the "party game" space (social gatherings / friend hangouts).

One player in the party is designated as the "traitor", and everyone else is a normal player. The objective is for the players to maneuver their on screen characters out of the maze they find themselves in. The objective for the traitor is to hunt down the players and stop them.

While the players have limited vision of the entire maze, they have high movement speed. The traitor has a lower movement speed and the ability to phase through the walls of the maze.

The algorithmic component of our game will be in the level creation. Each new game, the players are placed in a unique maze that they have to navigate out of. Different algorithms can be selected randomly to keep the mazes fresh (for example, different parameters of a "drunken walk", fractal like mazes, ...).

Features

Landing Page:

- Explanation of Rules/Webpage navigation

Game Page:

- Lobby/Chat Room

- Online Players List

- Create New Game

- Join Existing Game

Support Page:

- Names of Developers

- Donate Link? :)

In Game Lobby Screen

Game Creator:

    - Start Game Button

    - Rules/Game Specifications Menu

Rest of Players:

    - Some kind of waiting screen

Final Project Mockups

Landing Page

"Escape the Maze"

enter your lobby code

ABC 123

OR

create new game

Lobby Page

Current Players
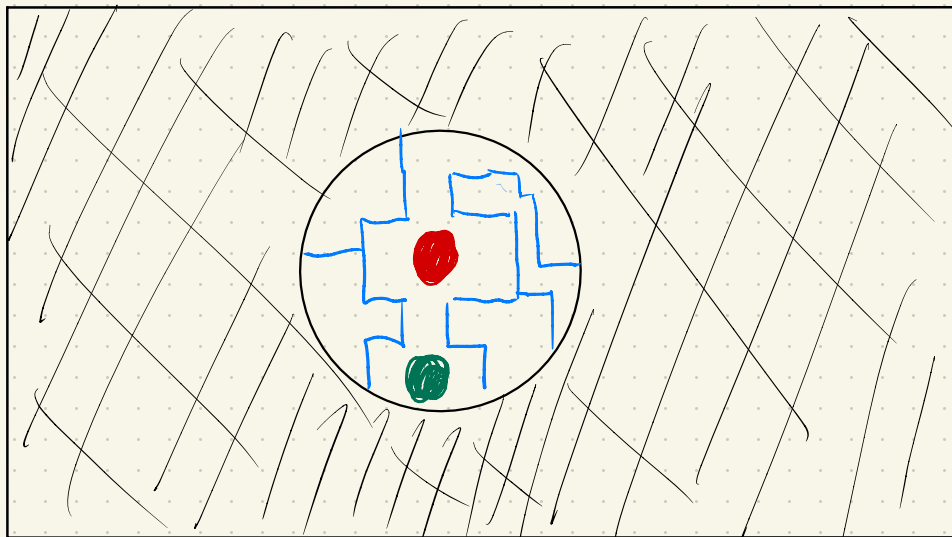
- John
- Dave
- Andrew

Lobby Code: ABC123

Begin Game

Game Screen

Large Canvas Rectangle for the viewport of the player:

    - Players move around the maze with a limited vision (rest of map will be blacked out)

    - The "camera" could be centered around the player if we make a viewport or have large maps.

    - Statuses Displayed: Name, Health
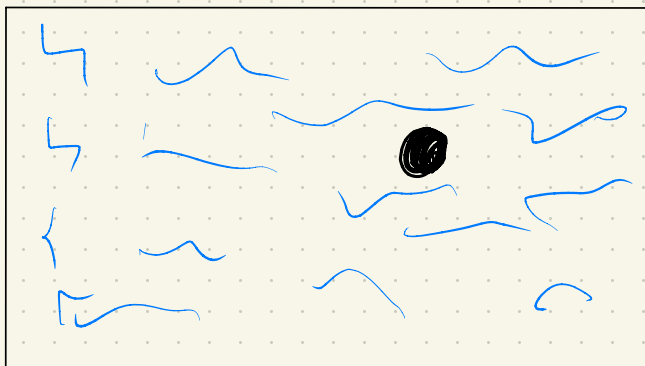
    - Optional: Powers, Timer, Items in Hand

Game Screen

🟢 / 🔴 = Player (controlled by arrow keys)

⬛ = invisible part of board

Players can see eachother

⚫ = ghost. has full visibility of the maze

Game Ending Screen

Displays the winner

Displays information about player deaths (optional)

Start New Game Button (for Lobby Owner)

Leave Game Button

Change Game Specifications Menu (for Lobby Owner)

Game End Screen

"Game Over"

Play again?

Winners
- Jon
- Dave

Losers
- Jacob
- Steve

Game Play

Player:

      - Arrow keys to move

      - Cannot go through walls in maze

      - Goal is to Escape

Traitor:

      - Arrow keys to move (Moves slightly slower)

      - Can go through walls

      - Has power to kill players

      - Goal is to kill everybody