

Pooja Patel
Simple Maze Game

Extending the John Lemon's Haunted Jaunt: 3D Beginner Game

Link to: <https://learn.unity.com/project/john-lemon-s-haunted-jaunt-3d-beginner?courseId=5c616a81edbc2a0021b1bd11>

Overall game idea:

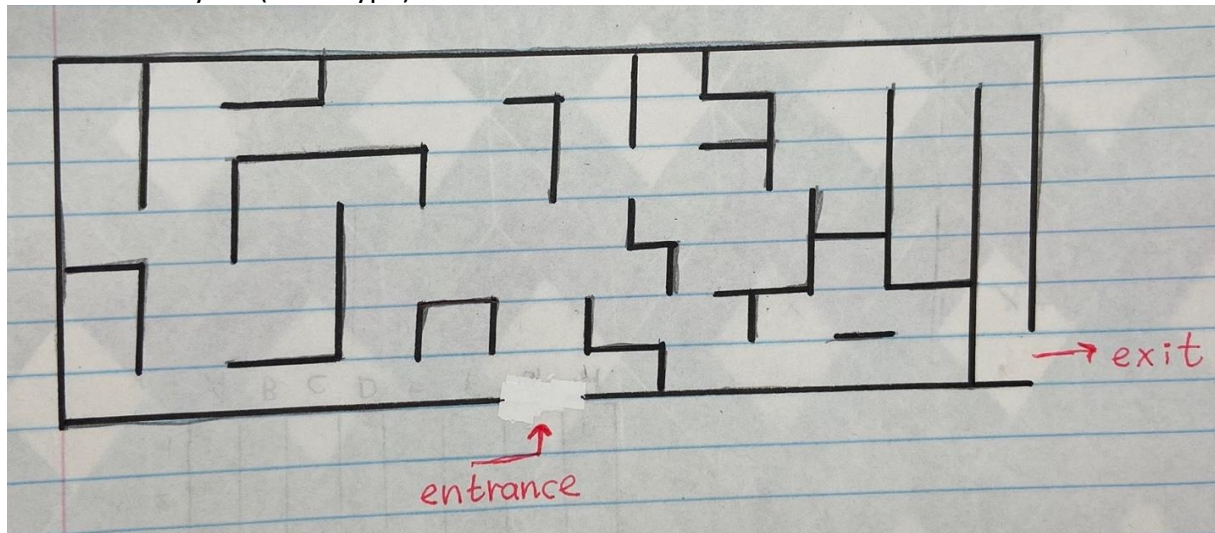
The objective of the game is to escape the haunted house. The house is shaped into a maze with hazardous enemies and traps on the floor. The player starts off with 100% health (100 hp) and two uses of invisibility ability. The player will explore the house to exit the haunted house. The player will need to avoid spike traps (on the floor), Slenderman and mutant enemies. The spike traps will deal 25% physical damage, Slenderman and mutant enemies deal 20% physical damage.

The player will have four states: Idle, Walk, Attack and Invisible. When player is invisible, the enemies will not see the player. Slenderman will have three states: Idle (T-posing), Attack and Dead state. The mutant enemy will have three states: Walk (Patrol), Attack, and Death.

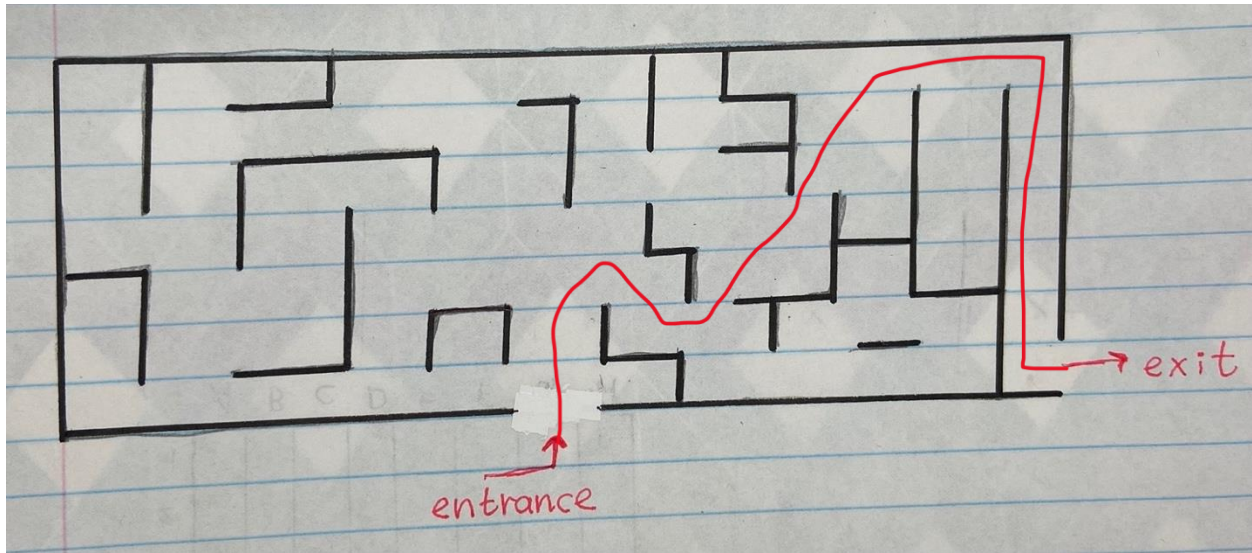
Each time a player kills an enemy (either Slenderman or Mutant) the other alive enemies will gain more hp (each enemy starts with 50hp, and then +20 hp per enemy killed). In Addition, when a enemy is killed, the player will gain one more use of invisibility (player starts with 2 use of invisibility use +1 use per enemy killed).

When player dies, will have a game over menu with a choice to continue, restart game and to return to main menu.

Game Level Layout (maze type) in a haunted house



And solution to the maze

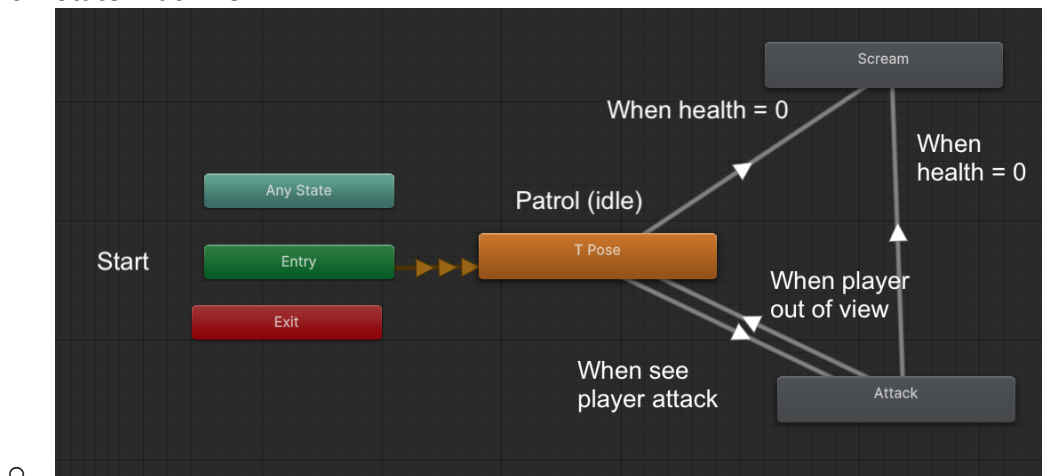


Player:

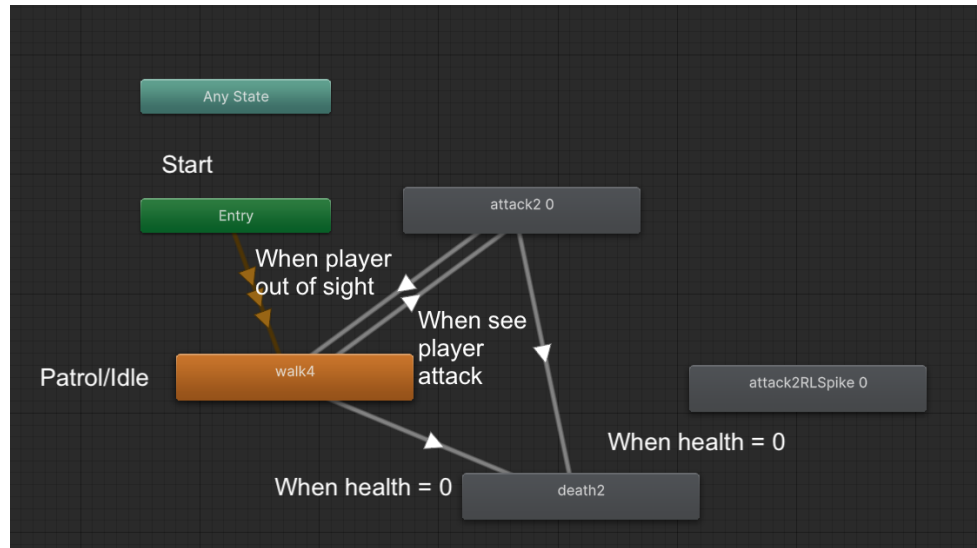
- controls: Walk, Attack, Turn Invisible
- abilities: Go invisible
 - starts with 2 chances to use, and has a 10 second cooldown
 - when invisible only the footsteps will be shown

Enemies:

- Slenderman enemy:
 - o Patrols the hallways
 - o If sees player, then attacks the player,
 - o When player defeats this enemy, gets an additional use of invisibility, and other enemies get +20hp
 - o State Machine:



- Mutant enemy:
 - o If sees player, physically attacks the player
 - o Does 20% damage
 - o State Machine:



- Static Enemy (Spike Traps):
 - o If player steps on it, does 25% damage