# Introduction

Maze Runner: A 2-D Isometric Maze, where the goal is to survive and reach to exit.

# Description

This Game places the player in a random maze where enemies, the player, and the exit are all randomly distributed throughout. The goal of the game is for the player to reach the exit without dying to the enemies in the fastest possible time. All the while the enemies will be actively seeking the player out, chasing them down. The enemies will move when the player does, so planning ahead will be imperative. Upon escaping the maze the player’s time will be posted to a score board.

# Structure

The players will be placed on a maze that will be randomly chosen, in a random Location. The player’s enemies will be placed on the maze in randomly chosen locations, as will the exit point.

# Gameplay

The players will navigate the maze attempting to reach the exit point without dying to any of the enemies located inside using the arrow keys. There will be a timer keeping track of how long it took the player to complete the maze successfully. Upon successful completion the player’s time and initials will be saved to a score board.

# Key Features

* 2-D Isometric
* Random Mazes
* Random Starting and Goal Placement
* Simultaneous turn based.
* Time Scoreboard

# Genre

Maze, Escaping,

# Platform(s)

Windows