


Dark Maze

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Concept


A silhouette of a person standing in a dark, misty environment, likely representing a maze. The person is facing right, and a faint beam of light is visible on the ground in front of them.

For this 3D, first person game, the player starts at one end of the maze. They must find the exit as fast as possible. The maze is darkened so the player will have a flashlight to assist them with maneuvering. There will be a few holes in the ground the player will have to jump over.

Rules

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- A dark silhouette of a player character, possibly a bear or a large humanoid, standing in a dark, foggy environment. The character is positioned on the left side of the frame, facing right.
- Player must try to get to the finish line as fast as possible.
 - Player will spawn in the same spot and the finish line will be in the same spot.
 - There are hazards in the ground. If the player falls into one of them, they must restart.

Requirements

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- A silhouette of a person standing on a beach, looking out at the ocean. The person is on the left side of the frame, and the ocean is in the background. The sky is dark, and the water is a lighter shade of blue.
- Rectangular terrain
 - Textures
 - Spawn point, finish zone, and ground hazard
 - Character controller
 - GUI
 - Game manager

Game Layout

Walls



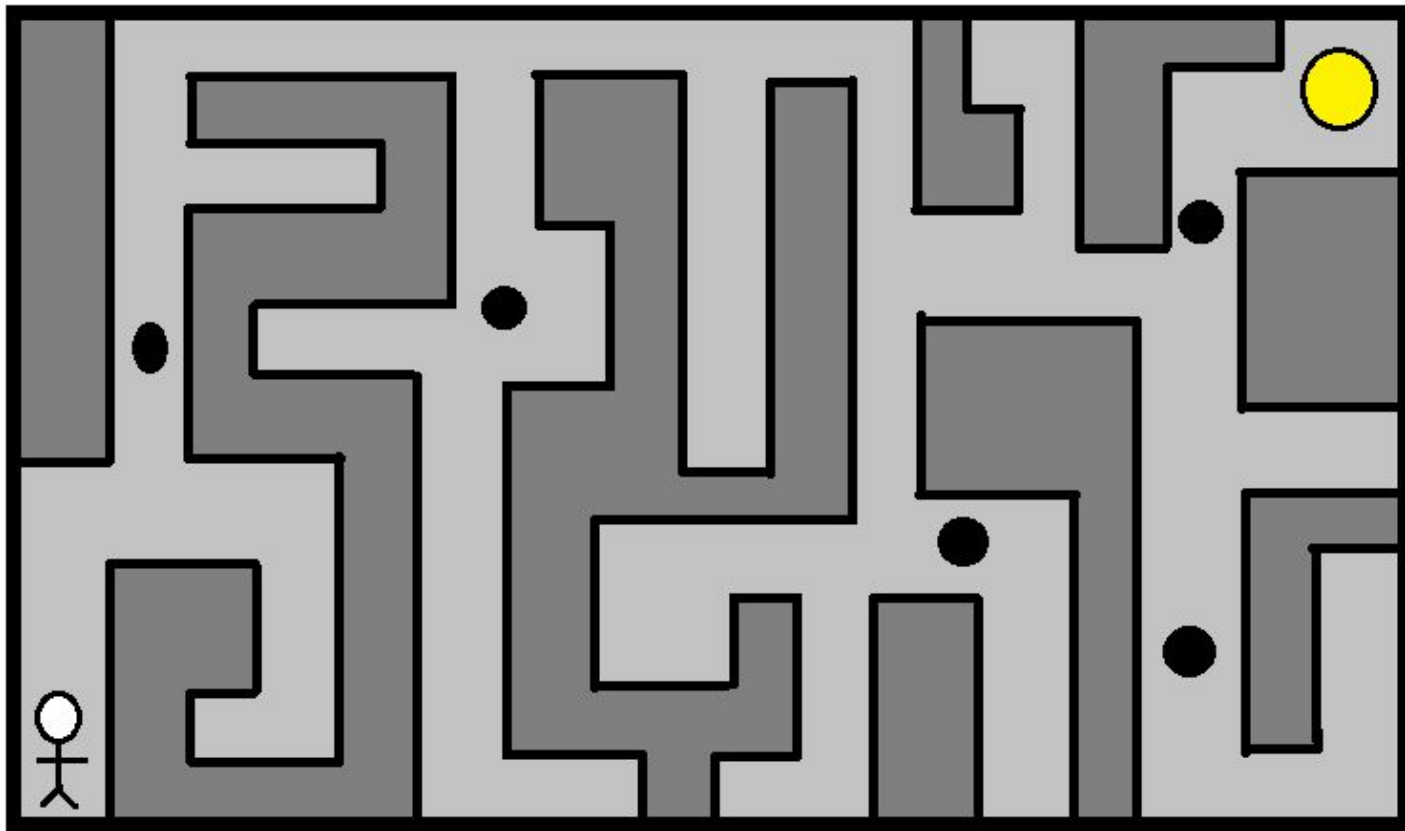
Floor



Holes

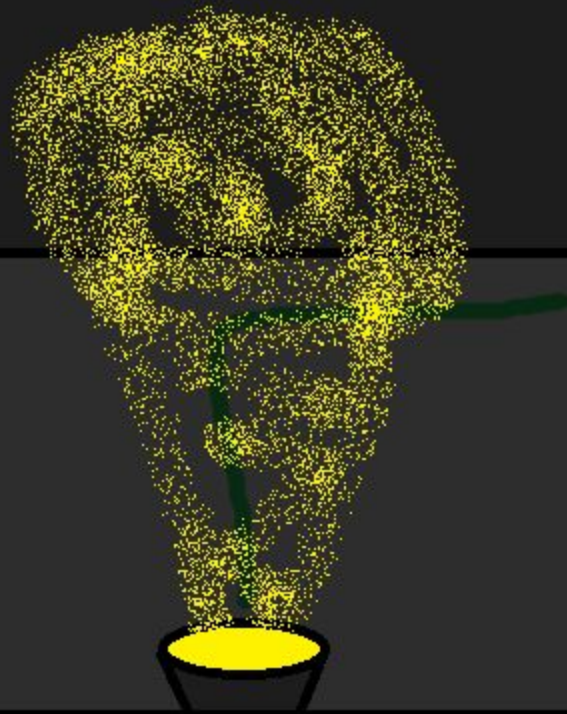


Finish Zone

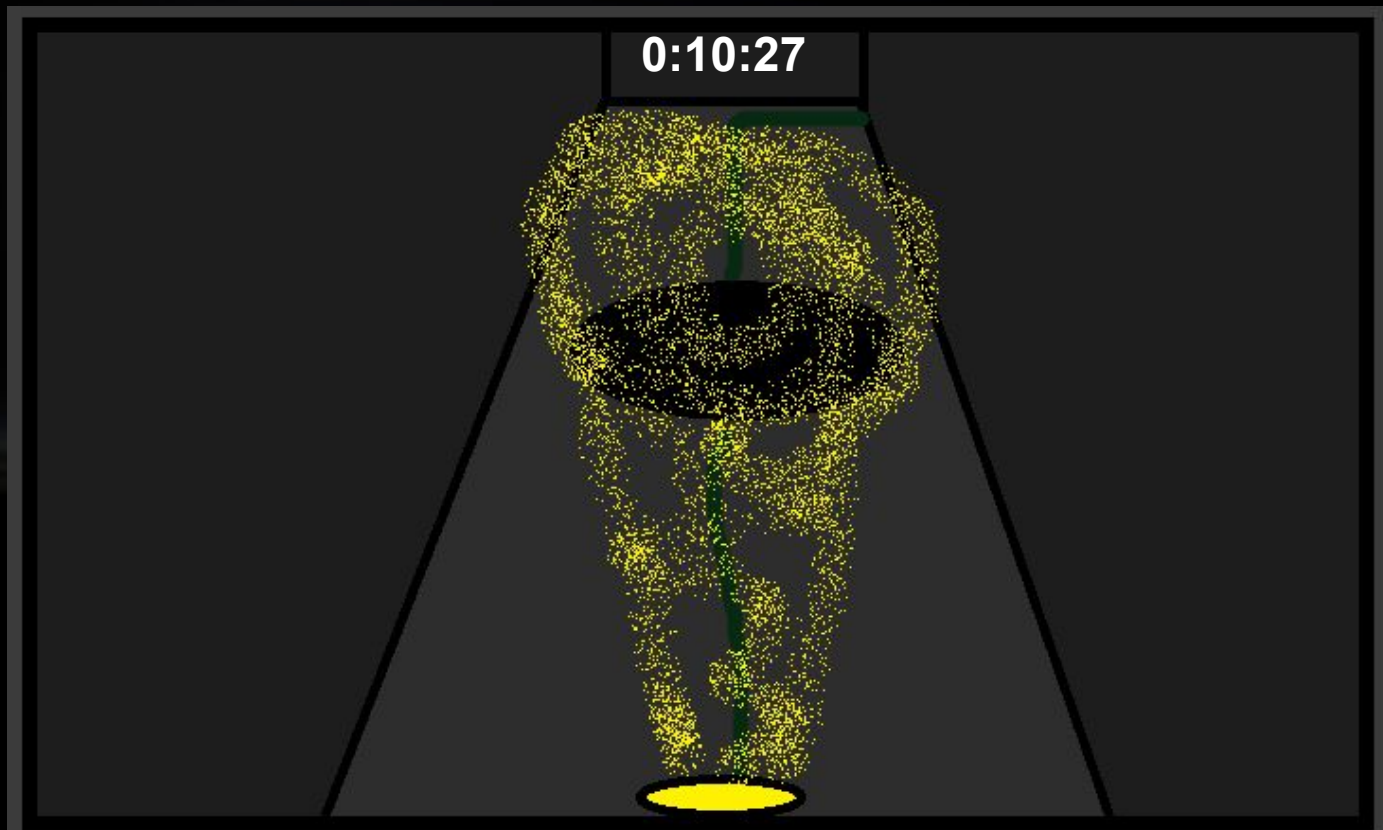


Level Start

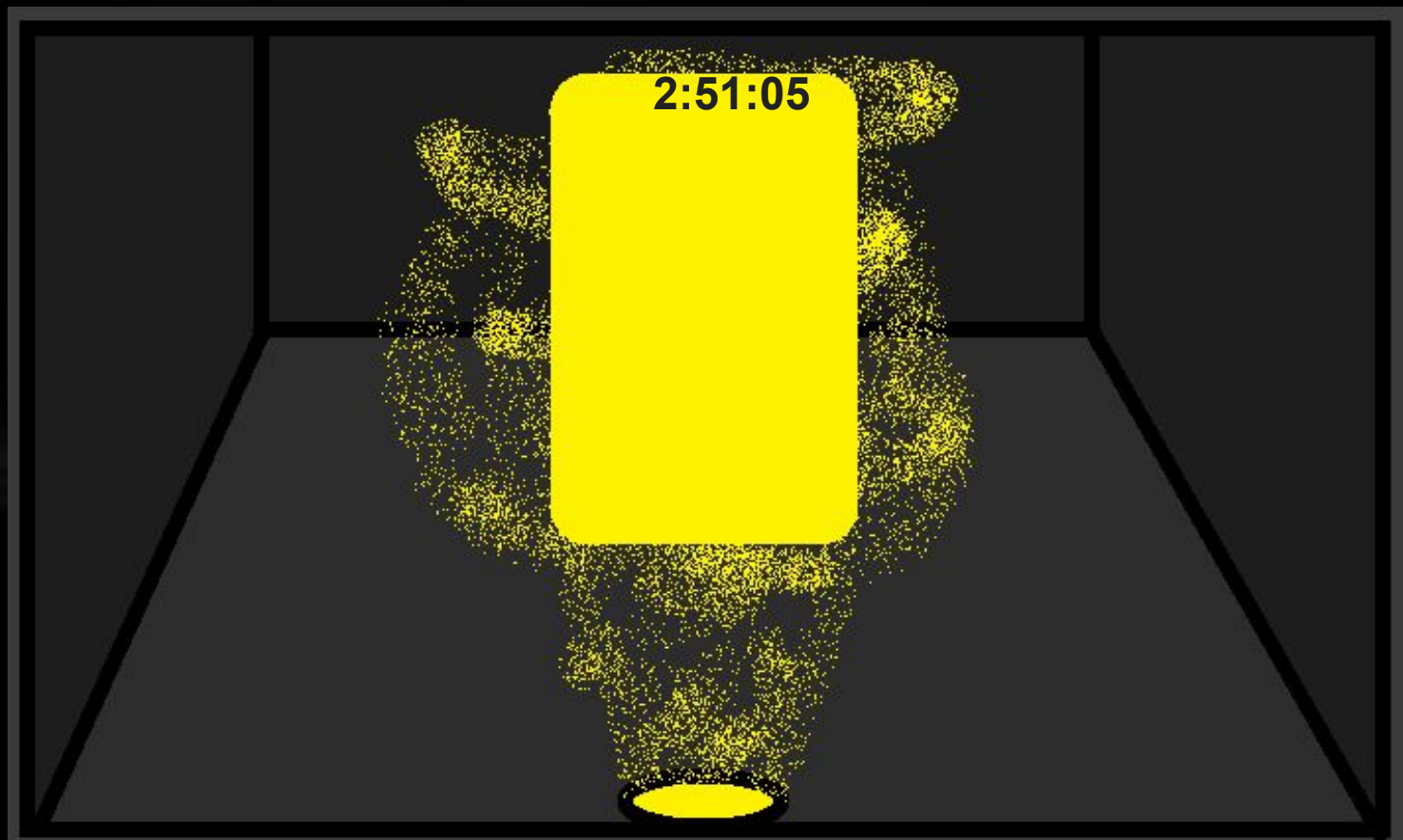
0:02:45



Gameplay



Level End



A silhouette of a person wearing a hooded jacket and pants, standing in a dark environment. They are holding a flashlight that emits a bright beam of light, illuminating the ground and the text. The background is dark with a faint, horizontal light source on the horizon.

Thank You