Dark Maze

By: Rodd Brisson

Concept

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.

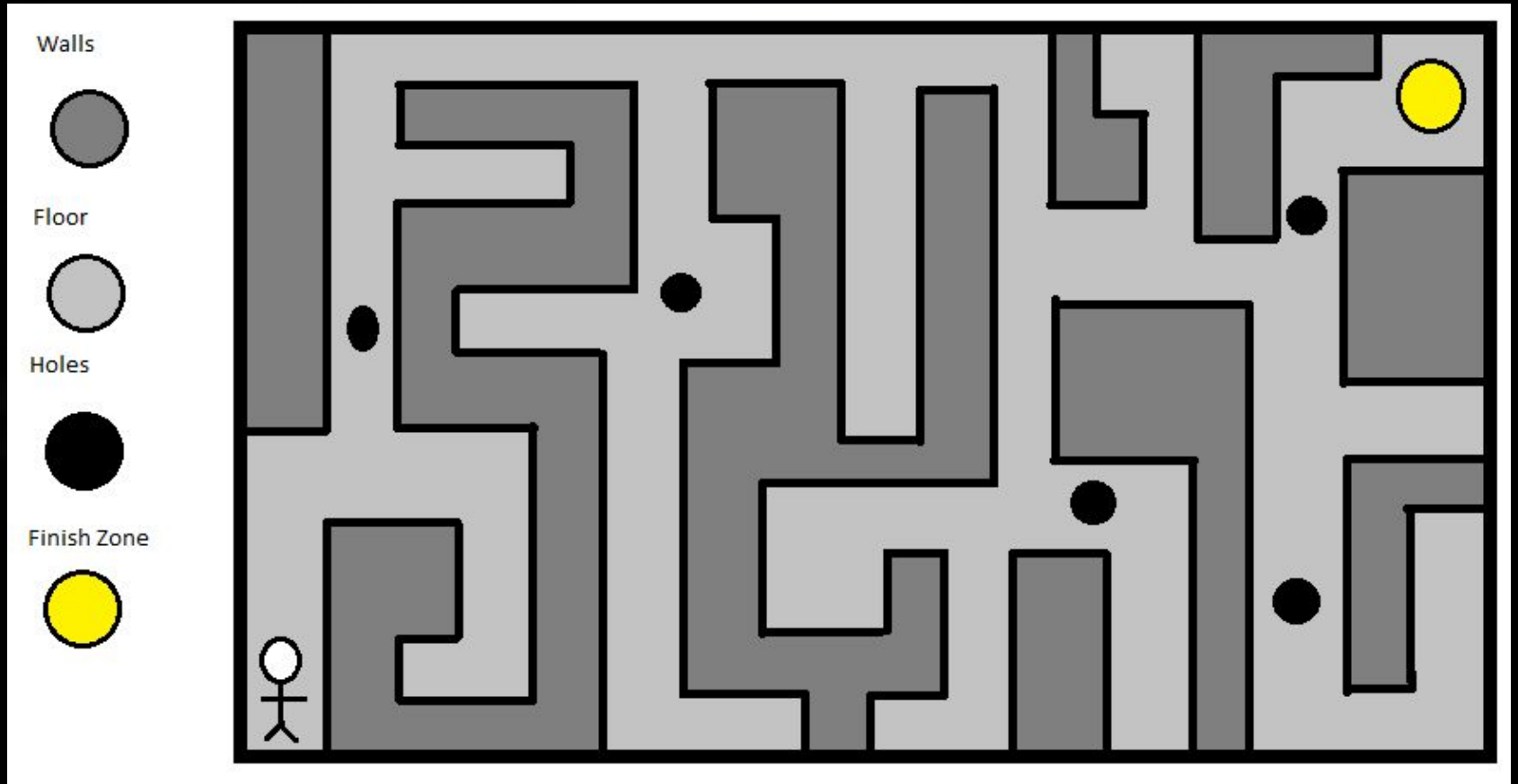
Rules

- 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.

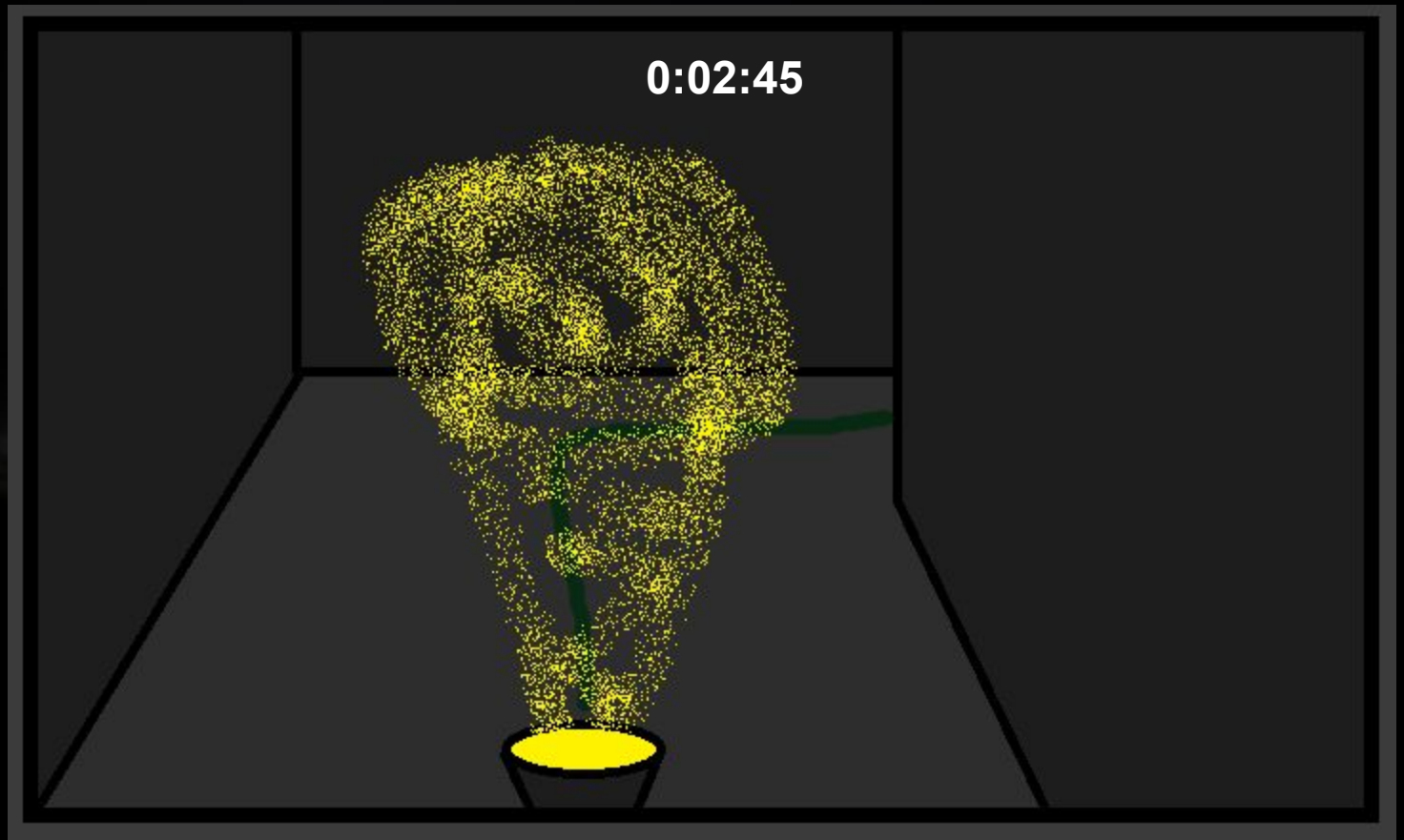
Requirements

- Rectangular terrain
- Textures
- Spawn point, finish zone, and ground hazard
- Character controller
- GUI
- Game manager

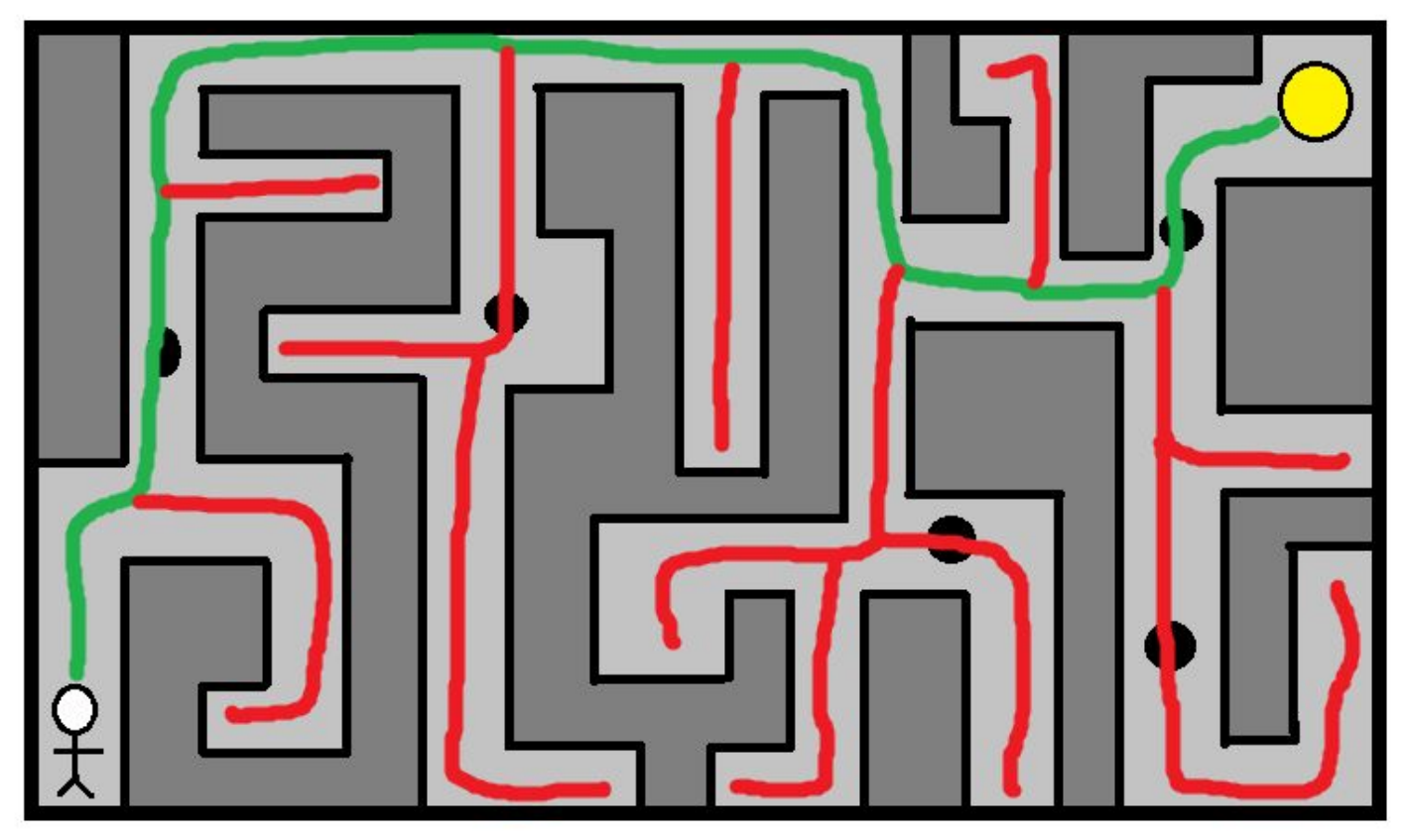
Game Layout



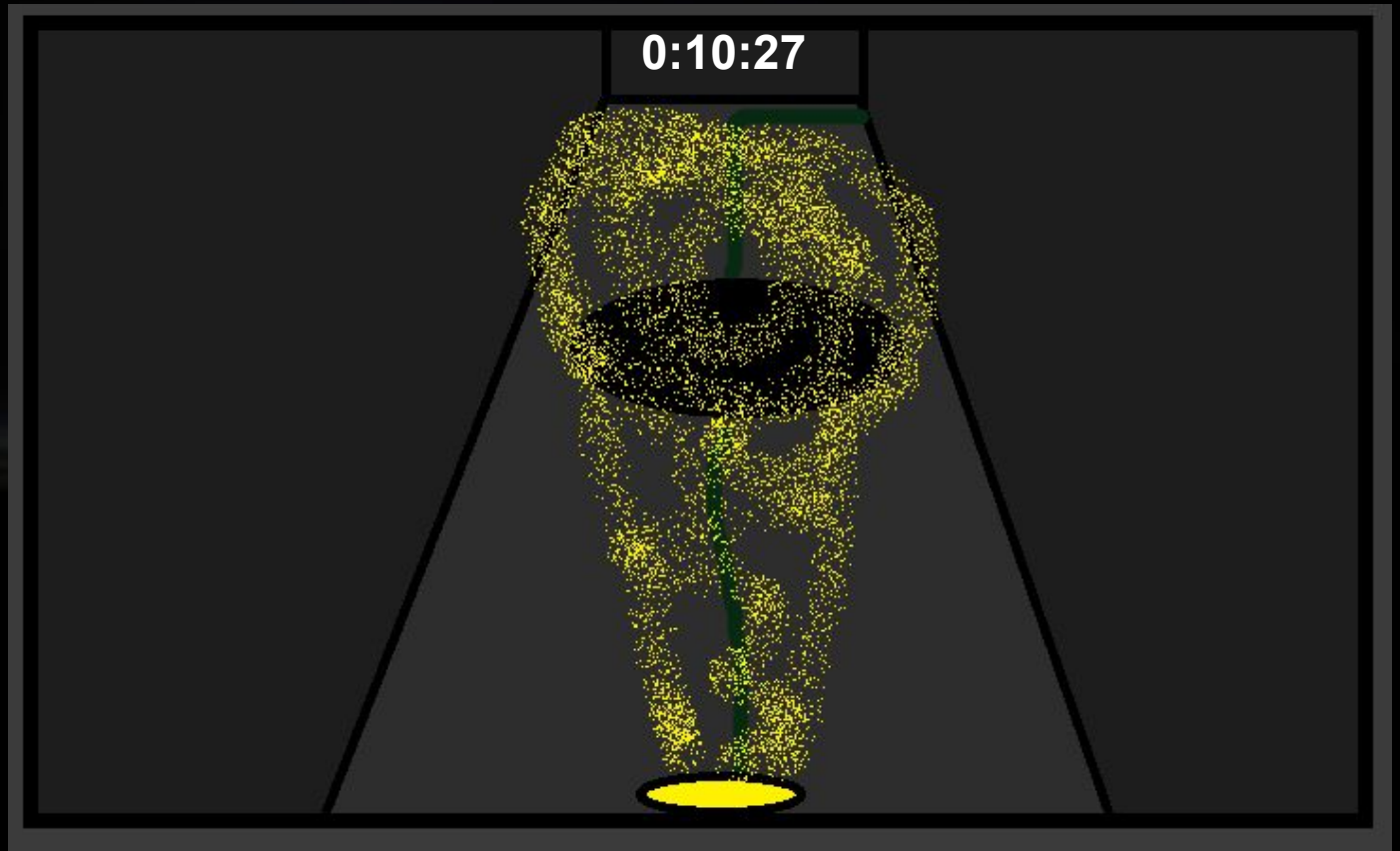
Level Start



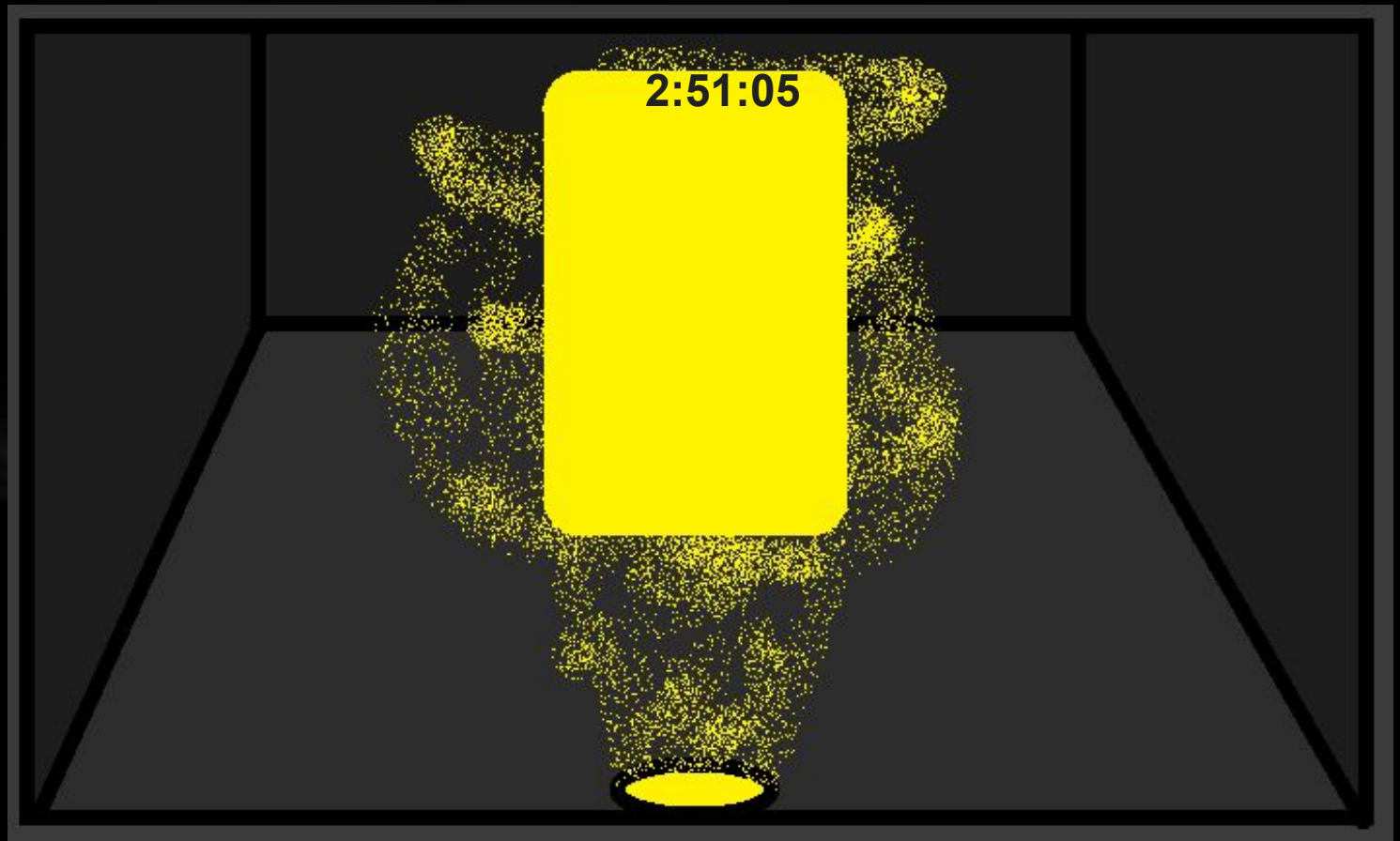
Gameplay



Gameplay



Level End



Thank You