Project Proposal: Ghost Labyrinth

by Rony Aguilar

Description:

For my final senior project, I have decided to develop a 3-D maze puzzle game. Influenced by the classic arcade game of Pac-Man, the premise of 18:04 will be to traverse a pitch black maze collecting a number of relics to advance to the next level while avoiding enemies. Players will have a limited radius of visibility, and must avoid the enemies patrolling the maze by either remaining out of sight or hiding in randomly designated hiding spots. Players will also be given a limited number of “bread crumbs” to drop in the world in order to keep track of paths that the player has already visited. Once all relics are collected, player will advanced to the next level consisting of a larger maze, and the possibility of more enemies. The player will have a limited number of lives to pass each level, or it’s game over with a final score displayed upon losing.

Justification:

This project serves to challenge the programming skills I have acquired over my academic career in a fun and creative way. This project is different than what I am used to, instead of doing another web based project. I believe creating a small-scale game is also suitable for a solo assignment. Developing a game also requires knowledge of physics and more advance mathematics that interests me even further. A lot of the topics that were discussed in Computer Graphics, Data Structures and Algorithms, will also be very relevant. This will also provide the opportunity to polish my skills in other programming languages such as C# or C++. On top of everything I am also a fan of video games so I am excited to create one and call it my own.