

my game

pc- person playing the game

npc- sprites who hide around the maze and keep increasing as the level keeps increasing .

game story:- seek the sprites and bring them to the start point to gain points

rules:-

- *not allowed to go outside maze.
- *W for up, S for down, A for left, D for right,
- * you cannot see the npc unless within a certain distance with them
- *they can move faster then the pc
- *you have a weapon to trap them
- * as the level increases the game becomes harder.

Balance:-

- * the npc's move faster.
- * you have a weapon to trap

Adaptivity:-

- *the game gets harder as the level increases.
- * there is a timer where you have to find the sprites

Chance vs skill

Feedback :- there is a music.