

The background image shows a large, three-dimensional stone maze situated in a dense, green forest. The maze is rectangular with many intricate paths and dead ends. The surrounding trees are lush and green, creating a sense of depth and enclosure. A faint watermark of the same maze is visible across the entire image.

PREMIUM

VIRTUAL REALITY AND IT'S APPLICATIONS
FINAL PROJECT

THE MAZE MASTER

PREMIUM

UNDER THE GUIDANCE OF
Dr. Sharad Sharma

Team Members

1. Sravani Reddy Meda (11593747)
2. Pramodh Athota (11611995)
3. Naga Sirisha Ponnaganti (11563226)

The background image shows a large, rectangular stone maze with many intricate paths and dead ends. It is situated in a clearing surrounded by a dense forest of green trees. The perspective is from above, looking down into the center of the maze.

PREMIUM

CONTENTS

- ABSTRACT
- MODELLING
- PROGRAMMING
- FUNCTIONALITY
- WHY VR ?
- FUTURE WORK
- CONCLUSION

The background image shows a large, three-dimensional stone maze with many intricate paths and dead ends. It is situated in a dense, green forest. A small path leads up to the entrance of the maze. In the top right corner of the slide, there is a dark rectangular button with the word "PREMIUM" written in yellow capital letters.

PREMIUM

ABSTRACT

- A VR experience that is both immersive and interactive was developed using Unity for the Maze Master project. The goal of this project is to give players a fun and interesting approach to go into a maze-like environment and solve puzzles.
- The target audience for Maze Master game are primarily individuals who enjoy puzzle-solving and are interested in exploring new and innovative virtual environments.
- The application is useful because it provides a fun and interactive way for individuals to improve their problem-solving skills while also engaging with cutting-edge technology.

Time - 00:19

MODELLING
(Easy Level)



DESERT THEME

- **WALLS & GROUND – SAND STONE TEXTURE**
- **4K TEXTURES FROM BLENDER & POLY HAVEN**
- **PRO-BUILDER TOOL (To construct Maze)**

Time - 00:19

MODELLING
(Medium Level)

FOREST THEME

- WALLS & GROUND –GREEN FOREST TEXTURE
- VOLUMETRIC FOG – USING PARTICLE GENERATOR PLUGIN
- PRO-BUILDER TOOL (To construct Maze)

Time - 00:23

MODELLING (Difficult Level)



CITY THEME

- **WHITE CITY PACKAGE FROM UNITY ASSET STORE**
- **6000 BUILDINGS**
- **PRO-BUILDER TOOL (To construct Maze)**

C# CharacterSelection.cs X C# LoadCharacter.cs C# LevelComplete.cs C# MazeEndPortal.cs

Users > pramodhroy > Downloads > My project (6) > Assets > Scripts > C# CharacterSelection.cs

```
5  public class CharacterSelection : MonoBehaviour
6  {
7      public GameObject[] characters;
8      public int selectedCharacter = 0;
9      private int activeCharacter = 0;
10
11     public void onClick_Back()
12     {
13         characters[selectedCharacter].SetActive(false);
14         selectedCharacter = activeCharacter;
15         characters[selectedCharacter].SetActive(true);
16     }
17
18     public void NextCharacter()
19     {
20         characters[selectedCharacter].SetActive(false);
21         selectedCharacter = (selectedCharacter + 1) % characters.Length;
22         characters[selectedCharacter].SetActive(true);
23     }
24
25     public void PreviousCharacter()
26     {
27         characters[selectedCharacter].SetActive(false);
28         selectedCharacter--;
29         if (selectedCharacter < 0)
30         {
31             selectedCharacter += characters.Length;
32             characters[selectedCharacter].SetActive(true);
33         }
34     }
35
36     void Start()
37     {
38         foreach (GameObject character in characters)
39         {
40             character.SetActive(false);
41         }
42     }
43 }
```

PROGRAMMING (Character Selection and Loading)

CharacterSelection.cs LoadCharacter.cs LevelComplete.cs X MazeEndPortal.cs

...

```
Users > pramodhroy > Downloads > My project (6) > Assets > Scripts > LevelComplete.cs
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using TMPro;
5
6  public class LevelComplete : MonoBehaviour //Unused Script
7  {
8      public TMP_Text contextLabel;
9      public TMP_Text scoresLabel;
10
11     void StartNot()
12     {
13         string completionTime = "0" + PlayerPrefs.GetString("completedLevelTime") + ":00";
14         string completionScore = PlayerPrefs.GetString("completedLevelScore") + "00";
15         scoresLabel.text = completionTime + "\n" + completionScore;
16         PlayerPrefs.SetInt("completedLevel", 0);
17     }
18
19     // Update is called once per frame
20     void Update()
21     {
22
23     }
24 }
25
```

PROGRAMMING

(CANVAS UI – LEVEL COMPLETION)



```
Users > pramodhroy > Downloads > My project (6) > Assets > Scripts > MenuScript.cs
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5  using TMPro;
6
7  public class MenuScript : MonoBehaviour
8  {
9      public GameObject[] menus;
10     public TMP_Text levelCompleteContextLable;
11     public TMP_Text scoresLable;
12
13     void Awake()
14     {
15         Cursor.lockState = CursorLockMode.None;
16         foreach (GameObject menu in menus)
17         {
18             menu.SetActive(false);
19         }
20         if (!PlayerPrefs.HasKey("completedLevel"))
21         {
22             PlayerPrefs.SetInt("completedLevel", 0);
23         }
24         if (PlayerPrefs.GetInt("completedLevel") == 0)
25         {
26             menus[1].SetActive(true);
27             PlayerPrefs.SetInt("activeCharacter", 0);
28             PlayerPrefs.SetInt("activeCharacter");
29
30
31
32
33
34
35
36     public void quitGame()
37     {
38         Debug.Log("QUIT!");
39         Application.Quit();
40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62
63
64
65
66
67
68
69
70
71
72
73
74
75
76
77
78
79
80
81
82
83
84
85
86
87
88
89
90
91
92
93
94
95
96
97
98
99
100
101
102
103
104
105
106
107
108
109
110
111
112
113
114
115
116
117
118
119
120
121
122
123
124
125
126
127
128
129
130
131
132
133
134
135
136
137
138
139
140
141
142
143
144
145
146
147
148
149
150
151
152
153
154
155
156
157
158
159
160
161
162
163
164
165
166
167
168
169
170
171
172
173
174
175
176
177
178
179
180
181
182
183
184
185
186
187
188
189
190
191
192
193
194
195
196
197
198
199
200
201
202
203
204
205
206
207
208
209
210
211
212
213
214
215
216
217
218
219
220
221
222
223
224
225
226
227
228
229
230
231
232
233
234
235
236
237
238
239
240
241
242
243
244
245
246
247
248
249
250
251
252
253
254
255
256
257
258
259
259
260
261
262
263
264
265
266
267
268
269
269
270
271
272
273
274
275
276
277
278
279
279
280
281
282
283
284
285
286
287
288
289
289
290
291
292
293
294
295
296
297
298
299
299
300
301
302
303
304
305
306
307
308
309
309
310
311
312
313
314
315
315
316
317
318
319
319
320
321
322
323
324
325
325
326
327
328
329
329
330
331
332
333
334
335
335
336
337
338
339
339
340
341
342
343
344
345
345
346
347
348
349
349
350
351
352
353
354
355
355
356
357
358
359
359
360
361
362
363
364
365
365
366
367
368
369
369
370
371
372
373
374
375
375
376
377
378
379
379
380
381
382
383
384
385
385
386
387
388
389
389
390
391
392
393
394
395
395
396
397
398
398
399
399
400
401
402
403
403
404
405
406
406
407
408
409
409
4010
4011
4012
4013
4014
4015
4016
4017
4018
4019
4019
4020
4021
4022
4023
4024
4025
4026
4027
4028
4029
4029
4030
4031
4032
4033
4034
4035
4036
4037
4038
4039
4039
4040
4041
4042
4043
4044
4045
4046
4047
4048
4049
4049
4050
4051
4052
4053
4054
4055
4056
4057
4058
4059
4059
4060
4061
4062
4063
4064
4065
4066
4067
4068
4069
4069
4070
4071
4072
4073
4074
4075
4076
4077
4078
4079
4079
4080
4081
4082
4083
4084
4085
4085
4086
4087
4088
4089
4089
4090
4091
4092
4093
4094
4095
4095
4096
4097
4098
4098
4099
4099
4100
4101
4102
4103
4104
4105
4106
4107
4108
4109
4109
4110
4111
4112
4113
4114
4115
4116
4117
4118
4119
4119
4120
4121
4122
4123
4124
4125
4126
4127
4128
4129
4129
4130
4131
4132
4133
4134
4135
4136
4137
4138
4139
4139
4140
4141
4142
4143
4144
4145
4146
4147
4148
4149
4149
4150
4151
4152
4153
4154
4155
4156
4157
4158
4159
4159
4160
4161
4162
4163
4164
4165
4166
4167
4168
4169
4169
4170
4171
4172
4173
4174
4175
4176
4177
4178
4179
4179
4180
4181
4182
4183
4184
4185
4185
4186
4187
4188
4189
4189
4190
4191
4192
4193
4194
4195
4195
4196
4197
4198
4198
4199
4199
4200
4201
4202
4203
4204
4205
4206
4207
4208
4209
4209
4210
4211
4212
4213
4214
4215
4216
4217
4218
4219
4219
4220
4221
4222
4223
4224
4225
4226
4227
4228
4229
4229
4230
4231
4232
4233
4234
4235
4236
4237
4238
4239
4239
4240
4241
4242
4243
4244
4245
4246
4247
4248
4249
4249
4250
4251
4252
4253
4254
4255
4256
4257
4258
4259
4259
4260
4261
4262
4263
4264
4265
4266
4267
4268
4269
4269
4270
4271
4272
4273
4274
4275
4276
4277
4278
4279
4279
4280
4281
4282
4283
4284
4285
4285
4286
4287
4288
4289
4289
4290
4291
4292
4293
4294
4295
4295
4296
4297
4298
4298
4299
4299
4300
4301
4302
4303
4304
4305
4306
4307
4308
4309
4309
4310
4311
4312
4313
4314
4315
4316
4317
4318
4319
4319
4320
4321
4322
4323
4324
4325
4326
4327
4328
4329
4329
4330
4331
4332
4333
4334
4335
4336
4337
4338
4339
4339
4340
4341
4342
4343
4344
4345
4346
4347
4348
4349
4349
4350
4351
4352
4353
4354
4355
4356
4357
4358
4359
4359
4360
4361
4362
4363
4364
4365
4366
4367
4368
4369
4369
4370
4371
4372
4373
4374
4375
4376
4377
4378
4379
4379
4380
4381
4382
4383
4384
4385
4385
4386
4387
4388
4389
4389
4390
4391
4392
4393
4394
4395
4395
4396
4397
4398
4398
4399
4399
4400
4401
4402
4403
4404
4405
4406
4407
4408
4409
4409
4410
4411
4412
4413
4414
4415
4416
4417
4418
4419
4419
4420
4421
4422
4423
4424
4425
4426
4427
4428
4429
4429
4430
4431
4432
4433
4434
4435
4436
4437
4438
4439
4439
4440
4441
4442
4443
4444
4445
4446
4447
4448
4449
4449
4450
4451
4452
4453
4454
4455
4456
4457
4458
4459
4459
4460
4461
4462
4463
4464
4465
4466
4467
4468
4469
4469
4470
4471
4472
4473
4474
4475
4476
4477
4478
4479
4479
4480
4481
4482
4483
4484
4485
4485
4486
4487
4488
4489
4489
4490
4491
4492
4493
4494
4495
4495
4496
4497
4498
4498
4499
4499
4500
4501
4502
4503
4504
4505
4506
4507
4508
4509
4509
4510
4511
4512
4513
4514
4515
4516
4517
4518
4519
4519
4520
4521
4522
4523
4524
4525
4526
4527
4528
4529
4529
4530
4531
4532
4533
4534
4535
4536
4537
4538
4539
4539
4540
4541
4542
4543
4544
4545
4546
4547
4548
4549
4549
4550
4551
4552
4553
4554
4555
4556
4557
4558
4559
4559
4560
4561
4562
4563
4564
4565
4566
4567
4568
4569
4569
4570
4571
4572
4573
4574
4575
4576
4577
4578
4579
4579
4580
4581
4582
4583
4584
4585
4585
4586
4587
4588
4589
4589
4590
4591
4592
4593
4594
4595
4595
4596
4597
4598
4598
4599
4599
4600
4601
4602
4603
4604
4605
4606
4607
4608
4609
4609
4610
4611
4612
4613
4614
4615
4616
4617
4618
4619
4619
4620
4621
4622
4623
4624
4625
4626
4627
4628
4629
4629
4630
4631
4632
4633
4634
4635
4636
4637
4638
4639
4639
4640
4641
4642
4643
4644
4645
4646
4647
4648
4649
4649
4650
4651
4652
4653
4654
4655
4656
4657
4658
4659
4659
4660
4661
4662
4663
4664
4665
4666
4667
4668
4669
4669
4670
4671
4672
4673
4674
4675
4676
4677
4678
4679
4679
4680
4681
4682
4683
4684
4685
4685
4686
4687
4688
4689
4689
4690
4691
4692
4693
4694
4695
4695
4696
4697
4698
4698
4699
4699
4700
4701
4702
4703
4704
4705
4706
4707
4708
4709
4709
4710
4711
4712
4713
4714
4715
4716
4717
4718
4719
4719
4720
4721
4722
4723
4724
4725
4726
4727
4728
4729
4729
4730
4731
4732
4733
4734
4735
4736
4737
4738
4739
4739
4740
4741
4742
4743
4744
4745
4746
4747
4748
4749
4749
4750
4751
4752
4753
4754
4755
4756
4757
4758
4759
4759
4760
4761
4762
4763
4764
4765
4766
4767
4768
4769
4769
4770
4771
4772
4773
4774
4775
4776
4777
4778
4779
4779
4780
4781
4782
4783
4784
4785
4785
4786
4787
4788
4789
4789
4790
4791
4792
4793
4794
4795
4795
4796
4797
4798
4798
4799
4799
4800
4801
4802
4803
4804
4805
4806
4807
4808
4809
4809
4810
4811
4812
4813
4814
4815
4816
4817
4818
4819
4819
4820
4821
4822
4823
4824
4825
4826
4827
4828
4829
4829
4830
4831
4832
4833
4834
4835
4836
4837
4838
4839
4839
4840
4841
4842
4843
4844
4845
4846
4847
4848
4849
4849
4850
4851
4852
4853
4854
4855
4856
4857
4858
4859
4859
4860
4861
4862
4863
4864
4865
4866
4867
4868
4869
4869
4870
4871
4872
4873
4874
4875
4876
4877
4878
4879
4879
4880
4881
4882
4883
4884
4885
4885
4886
4887
4888
4889
4889
4890
4891
4892
4893
4894
4895
4895
4896
4897
4898
4898
4899
4899
4900
4901
4902
4903
4904
4905
4906
4907
4908
4909
4909
4910
4911
4912
4913
4914
4915
4916
4917
4918
4919
4919
4920
4921
4922
4923
4924
4925
4926
4927
4928
4929
4929
4930
4931
4932
4933
4934
4935
4936
4937
4938
4939
4939
4940
4941
4942
4943
4944
4945
4946
4947
4948
4949
4949
4950
4951
4952
4953
4954
4955
4956
4957
4958
4959
4959
4960
4961
4962
4963
4964
4965
4966
4967
4968
4969
4969
4970
4971
4972
4973
4974
4975
4976
4977
4978
4979
4979
4980
4981
4982
4983
4984
4985
4985
4986
4987
4988
4989
4989
4990
4991
4992
4993
4994
4995
4995
4996
4997
4998
4998
4999
4999
5000
5001
5002
5003
5004
5005
5006
5007
5008
5009
5009
5010
5011
5012
5013
5014
5015
5016
5017
5018
5019
5019
5020
5021
5022
5023
5024
5025
5026
5027
5028
5029
5029
5030
5031
5032
5033
5034
5035
5036
5037
5038
5039
5039
5040
5041
5042
5043
5044
5045
5046
5047
5048
5049
5049
5050
5051
5052
5053
5054
5055
5056
5057
5058
5059
5059
5060
5061
5062
5063
5064
5065
5066
5067
5068
5069
5069
5070
5071
5072
5073
5074
5075
5076
5077
5078
5079
5079
5080
5081
5082
5083
5084
5085
5085
5086
5087
5088
5089
5089
5090
5091
5092
5093
5094
5095
5095
5096
5097
5098
5098
5099
5099
5100
5101
5102
5103
5104
5105
5106
5107
5108
5109
5109
5110
5111
5112
5113
5114
5115
5116
5117
5118
5119
5119
5120
5121
5122
5123
5124
5125
5126
5127
5128
5129
5129
5130
5131
5132
5133
5134
5135
5136
5137
5138
5139
5139
5140
5141
5142
5143
5144
5145
5146
5147
5148
5149
5149
5150
5151
5152
5153
5154
5155
5156
5157
5158
5159
5159
5160
5161
5162
5163
5164
5165
5166
5167
5168
5169
5169
5170
5171
5172
5173
5174
5175
5176
5177
5178
5179
5179
5180
5181
5182
5183
5184
5185
5185
5186
5187
5188
5189
5189
5190
5191
5192
5193
5194
5195
5195
5196
5197
5198
5198
5199
5199
5200
5201
5202
5203
5204
5205
5206
5207
5208
5209
5209
5210
5211
5212
5213
5214
5215
5216
5217
5218
5219
5219
5220
5221
5222
5223
5224
5225
5226
5227
5228
5229
5229
5230
5231
5232
5233
5234
5235
5236
5237
5238
5239
5239
5240
5241
5242
5243
5244
5245
5246
5247
5248
5249
5249
5250
5251
5252
5253
5254
5255
5256
5257
5258
5259
5259
5260
5261
5262
5263
5264
5265
5266
5267
5268
5269
5269
5270
5271
5272
5273
5274
5275
5276
5277
5278
5279
5279
5280
5281
5282
5283
5284
5285
5285
5286
5287
5288
5289
5289
5290
5291
5292
5293
5294
5295
5295
5296
5297
5298
5298
5299
5299
5300
5301
5302
5303
5304
5305
5306
5307
5308
5309
5309
5310
5311
5312
5313
5314
5315
5316
5317
5318
5319
5319
5320
5321
5322
5323
5324
5325
5326
5327
5328
5329
5329
5330
5331
5332
5333
5334
5335
5336
5337
5338
5339
5339
5340
5341
5342
5343
5344
5345
5346
5347
5348
5349
5349
5350
5351
5352
5353
5354
5355
5356
5357
5358
5359
5359
5360
5361
5362
5363
5364
5365
5366
5367
5368
5369
5369
5370
5371
5372
5373
5374
5375
5376
5377
5378
5379
5379
5380
5381
5382
5383
5384
5385
5385
5386
5387
5388
5389
5389
5390
5391
5392
5393
5394
5395
5395
5396
5397
5398
5398
5399
5399
5400
5401
5402
5403
5404
5405
5406
5407
5408
5409
5409
5410
5411
5412
5413
5414
5415
5416
5417
5418
5419
5419
5420
5421
5422
5423
5424
5425
5426
5427
5428
5429
5429
5430
5431
5432
5433
5434
5435
5436
5437
5438
5439
5439
5440
5441
5442
5443
5444
5445
5446
5447
5448
5449
5449
5450
5451
5452
5453
5454
5455
5456
5457
5458
5459
5459
5460
5461
5462
5463
5464
5465
5466
5467
5468
5469
5469
5470
5471
5472
5473
5474
5475
5476
5477
5478
5479
5479
5480
5481
5482
5483
5484
5485
5485
5486
5487
5488
5489
5489
5490
5491
5492
5493
5494
5495
5495
5496
5497
5498
5498
5499
5499
5500
5501
5502
5503
5504
5505
5506
5507
5508
5509
5509
5510
5511
5512
5513
5514
5515
5516
5517
5518
5519
5519
5520
5521
5522
5523
5524
5525
5526
5527
5528
5529
5529
5530
5531
5532
5533
5534
5535
5536
5537
5538
5539
5539
5540
5541
5542
5543
5544
5545
5546
5547
5548
5549
5549
5550
5551
5552
5553
5554
5555
5556
5557
5558
5559
5559
5560
5561
5562
5563
5564
5565
5566
5567
5568
5569
5569
5570
5571
5572
5573
5574
5575
5576
5577
5578
5579
5579
5580
5581
5582
5583
5584
5585
5585
5586
5587
5588
5589
5589
5590
5591
5592
5593
5594
5595
5595
5596
5597
5598
5598
5599
5599
5600
5601
5602
5603
5604
5605
5606
5607
5608
5609
5609
5610
5611
5612
5613
5614
5615
5616
5617
5618
5619
5619
5620
5621
5622
5623
5624
5625
5626
5627
5628
5629
5629
5630
5631
5632
5633
5634
5635
5636
5637
5638
5639
5639
5640
5641
5642
5643
5644
5645
5646
5647
5648
5649
5649
5650
5651
5652
5653
5654
5655
5656
5657
5658
5659
5659
5660
5661
5662
5663
5664
5665
5666
5667
5668
5669
5669
5670
5671
5672
5673
5674
5675
5676
5677
5678
5679
5679
5680
5681
5682
5683
5684
5685
5685
5686
5687
5688
5689
5689
5690
```

The screenshot shows a Unity Editor interface with the following details:

- Project Tab:** Shows files like CharacterSelection.cs, LoadCharacter.cs, LevelComplete.cs, MazeEndPortal.cs, and MapHint3.cs.
- Scene Tab:** Shows a scene titled "My project (6)" with various assets and components.
- Code Editor:** Displays the content of the MapHint3.cs script:

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class MapHint3 : MonoBehaviour
6  {
7      public Sprite mazeImage;
8
9      void OnTriggerEnter(Collider other)
10     {
11         Debug.Log("Entered box");
12         MazeHintLevel3.isPlayingerInBox = true;
13         MazeHintLevel3.mazeSprite = mazeImage;
14     }
15
16     void OnTriggerExit(Collider other)
17     {
18         Debug.Log("Exited box");
19         MazeHintLevel3.isPlayingerInBox = false;
20         MazeHintLevel3.mazeSprite = null;
21     }
22 }
23
24 }
```

PROGRAMMING (HINT DISPLAY)

The screenshot shows the Unity Editor's code editor with the script `MazeHintLevel1.cs` open. The script is a MonoBehaviour that handles the display of a maze map when the 'E' key is pressed. It uses `Keyboard.current` to detect key presses and releases, and it manages three UI elements: `helpText`, `panel`, and `mazeImage`. It also tracks the current time and formats it into a string for display.

```
7  public class MazeHintLevel1 : MonoBehaviour
8  {
9      public GameObject helpText;
10     public GameObject panel;
11     public Image mazeImage;
12     public TMP_Text timerText;
13     public static Sprite mazeSprite;
14     public static bool isPlayerInBox = false;
15
16     private float currentTime = 0f;
17
18     void Update() {
19         if (isPlayerInBox && Keyboard.current[Key.E].wasPressedThisFrame) {
20             Debug.Log("pressed!");
21             mazeImage.sprite = mazeSprite;
22             panel.SetActive(true);
23         }
24         if (Keyboard.current[Key.E].wasReleasedThisFrame) {
25             Debug.Log("released!");
26             panel.SetActive(false);
27             mazeImage.sprite = null;
28         }
29         if (isPlayerInBox) {
30             if (!panel.activeSelf) {
31                 helpText.SetActive(true);
32             }
33             currentTime += Time.deltaTime;
34             string formatedTime = System.TimeSpan.FromSeconds(currentTime).ToString(@"mm\:ss");
35             timerText.text = "Time - " + formatedTime;
36             MazeEndPortal.completionTime = formatedTime;
37         }
38     }
39 }
```

PROGRAMMING

(MAZE MAP DISPLAY – ‘E’ KEY TRIGGERED)

PREMIUM

FUNCTIONALITY

VISION:

- EASY LEVEL – 10*10 MAZE , DESERT THEME
- MEDIUM LEVEL – 15*15 MAZE , FOREST THEME
- DIFFICULT LEVEL – 20*20 MAZE , CITY THEME

PREMIUM

FUNCTIONALITY

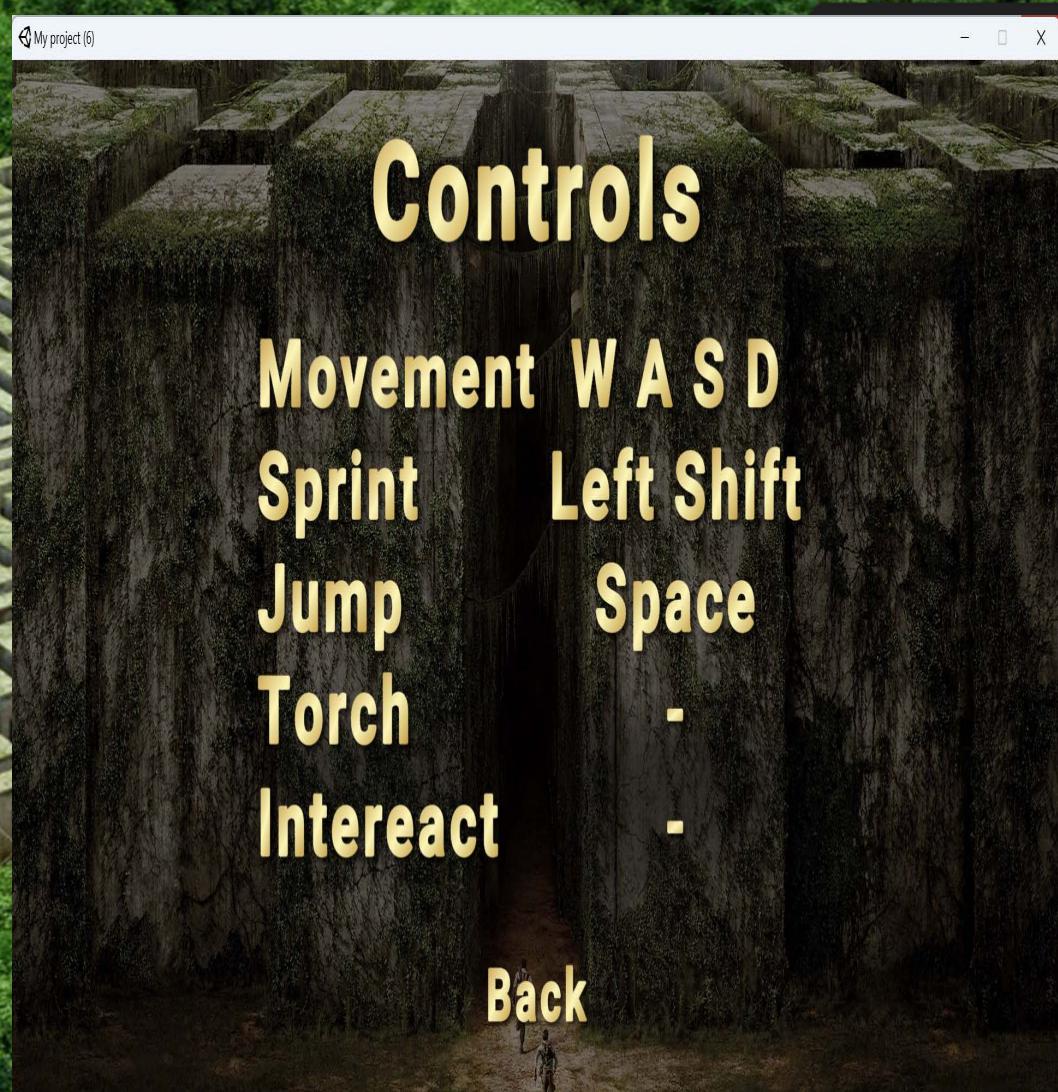
SOUND:

- FOOTSTEPS OF THE PLAYER ACCORDING TO MOVEMENT.
- SOUND EFFECTS WHEN PLAYER REACHES A POINT IN MAZE.
- BACKGROUND MUSIC THROUGHOUT THE GAME

FUNCTIONALITY ANIMATIONS:

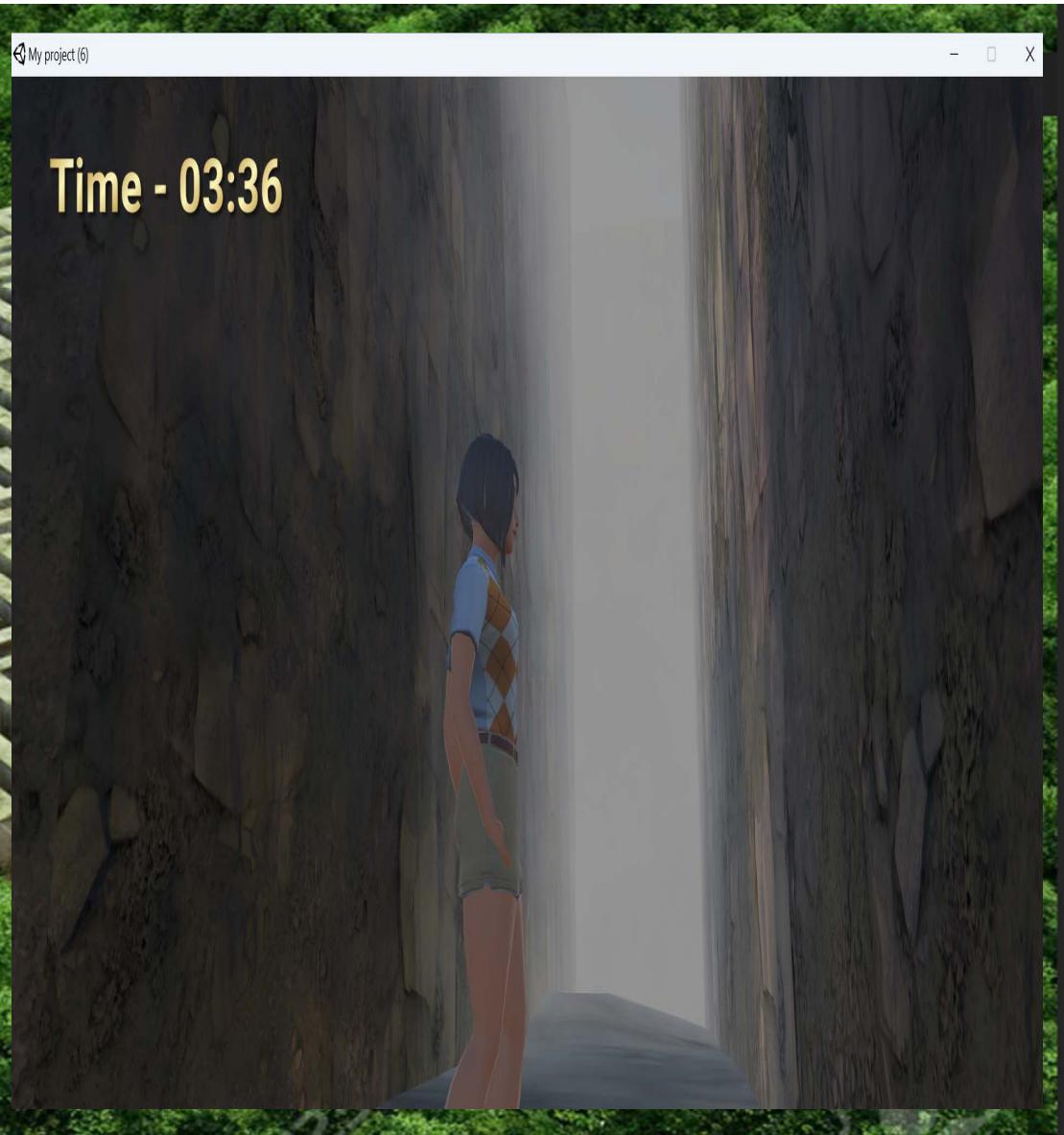
➤ PLAYER ANIMATIONS –

Player movement in all the directions, Jumping , Running and Climbing



FUNCTIONALITY ANIMATIONS:

- **FOG ANIMATIONS –**
- Volumetric Fog is created using particle generator Plugin



FUNCTIONALITY

INTERACTIVITY (AVATAR SELECTION)

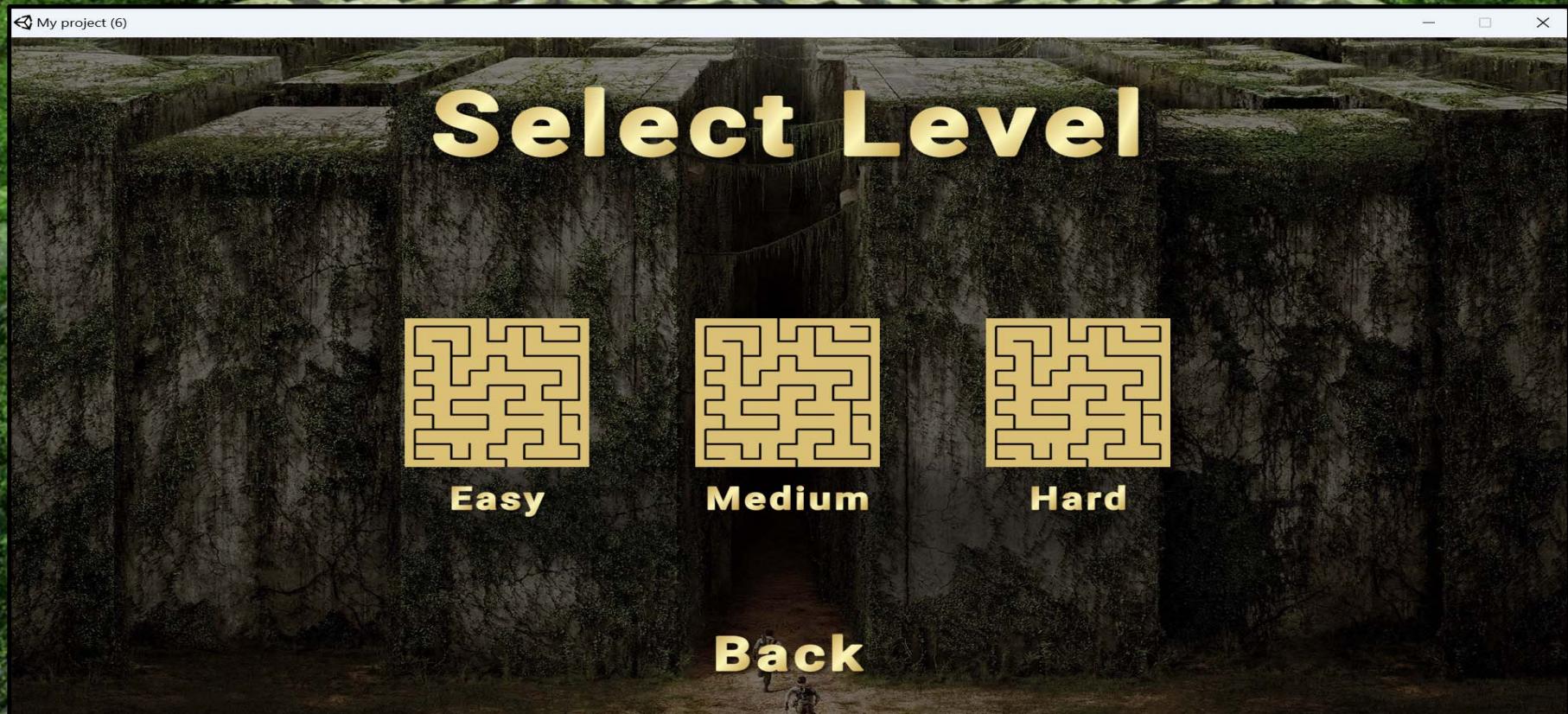


PREMIUM

PREMIUM

FUNCTIONALITY

- INTERACTIVITY (LEVEL SELECTION)



PREMIUM

FUNCTIONALITY

INTERACTIVITY (HELP NOTIFICATION)



PREMIUM

FUNCTIONALITY

INTERACTIVITY (MAZE MAP DISPLAY)



FUNCTIONALITY

INTERACTIVITY (TELEPORTATION)

PREMIUM





PREMIUM

FUNCTIONALITY

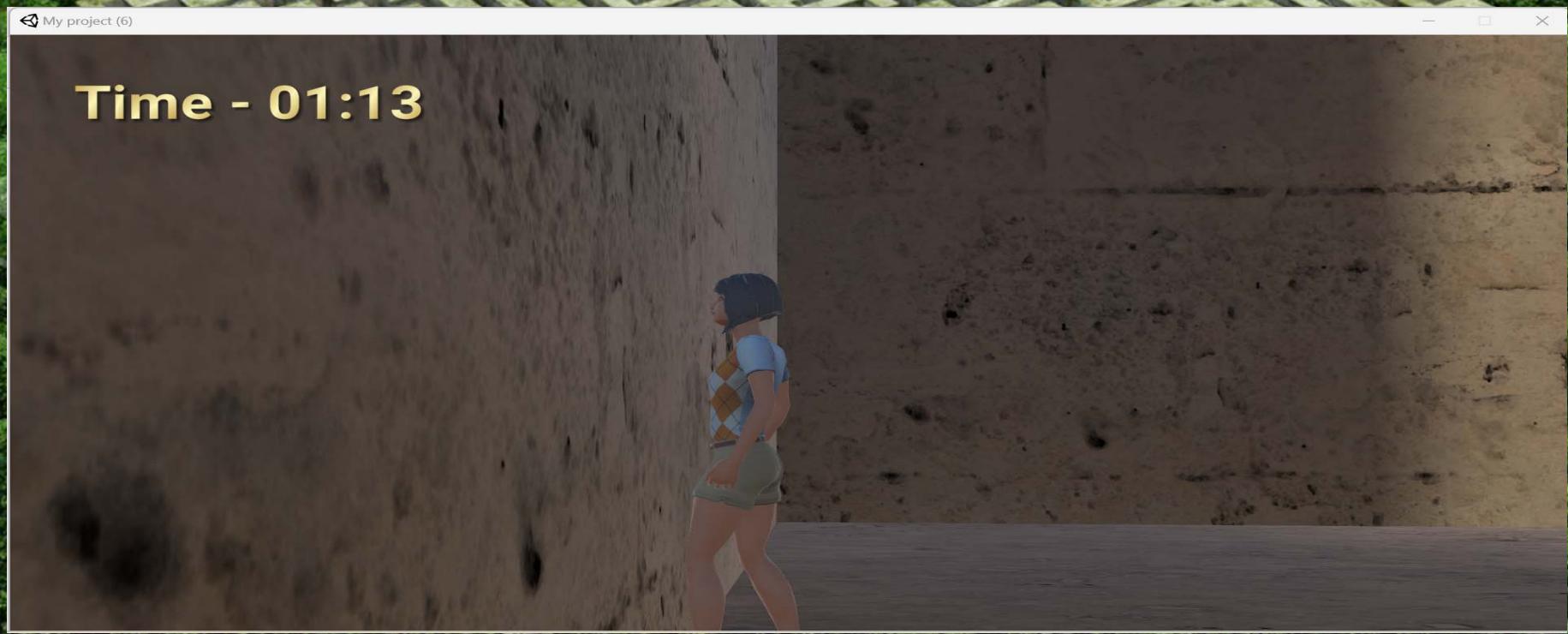
CHARACTERS/AVTARS

- FEMININE AVTAR
- MASCULINE AVTAR
- W, A, S, D and LEFT SHIFT KEY , SPACE BAR for movement.
- Interactive with environment
- If the player collides with walls/buildings – Proximity Sensor

PREMIUM

FUNCTIONALITY

- SENSORS (PROXIMITY SENSOR)



PREMIUM

FUNCTIONALITY

- SENSORS (TIME SENSOR)



PREMIUM

FUNCTIONALITY

- SENSORS (KEYBOARD INPUT - TOUCH SENSOR)



FUNCTIONALITY

PLAYER

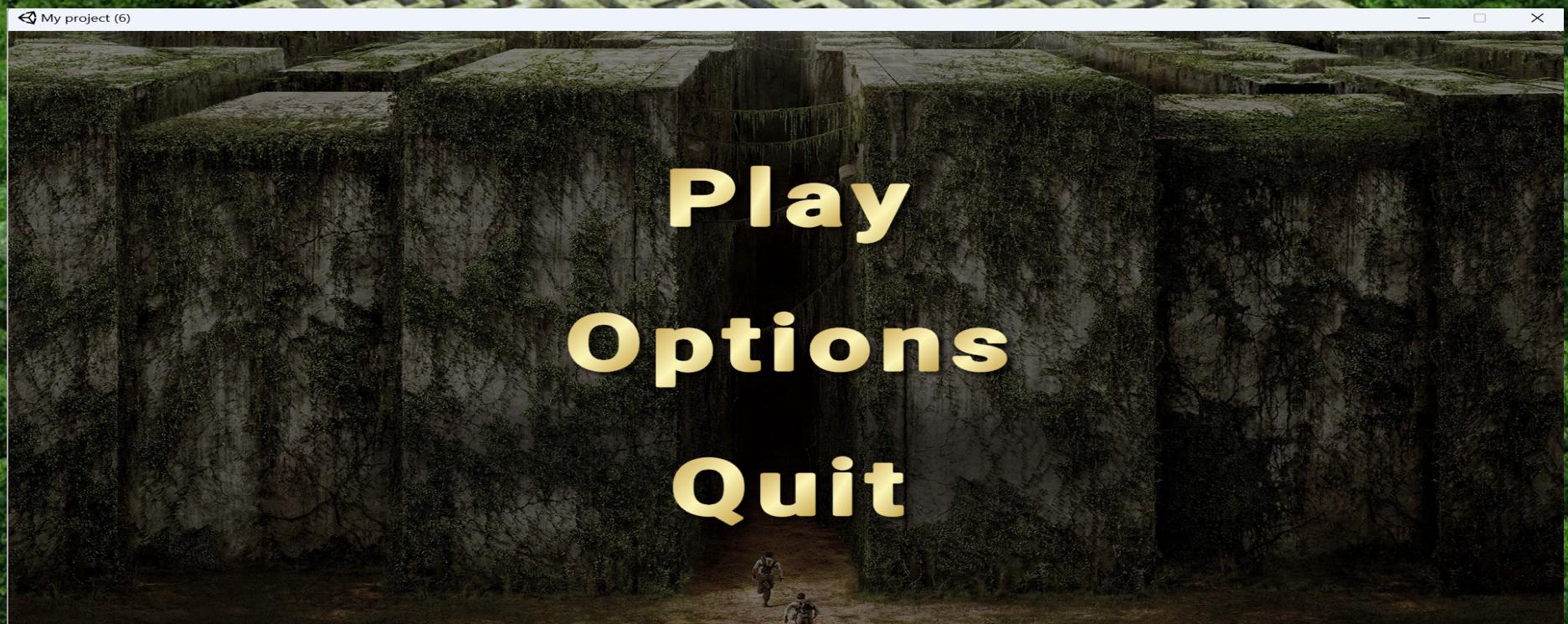
Third Person Controller



PREMIUM

FUNCTIONALITY

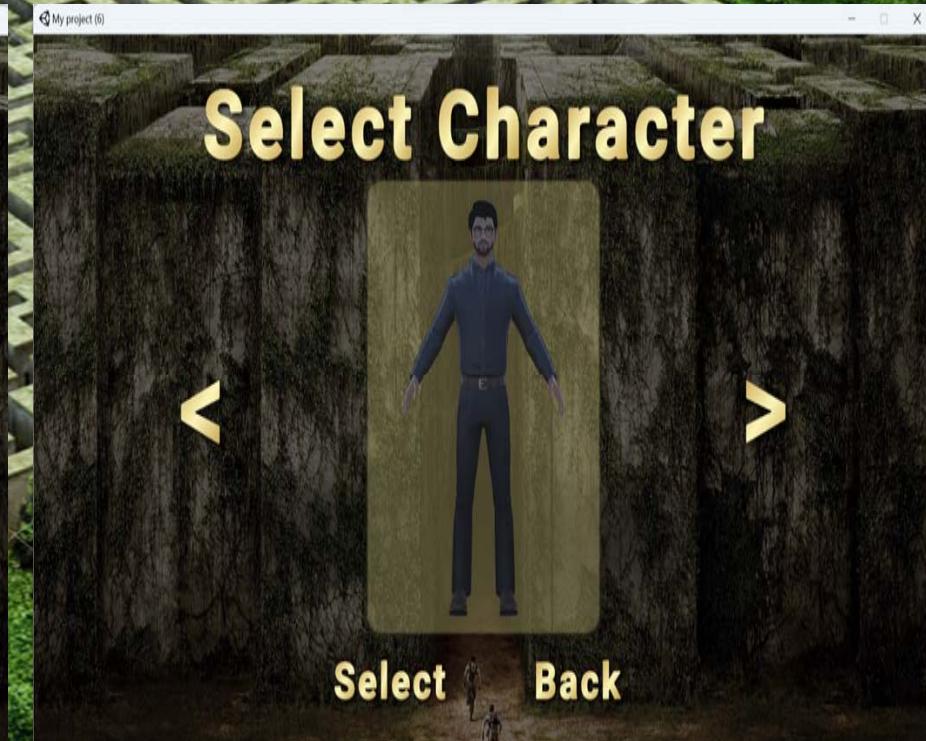
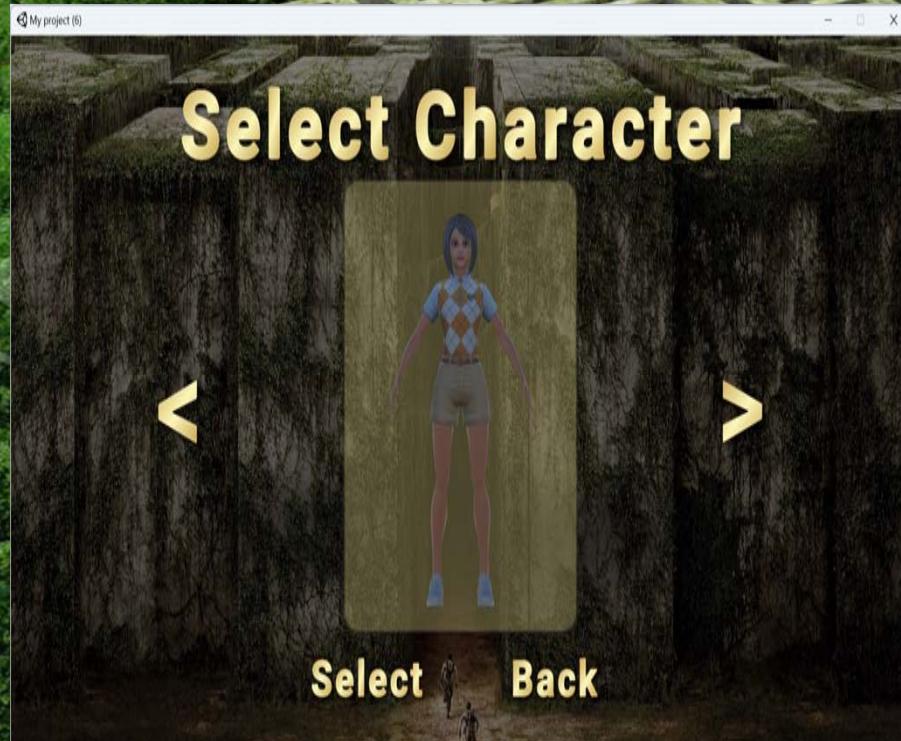
INTERFACE ELEMENTS - MAIN MENU



PREMIUM

FUNCTIONALITY

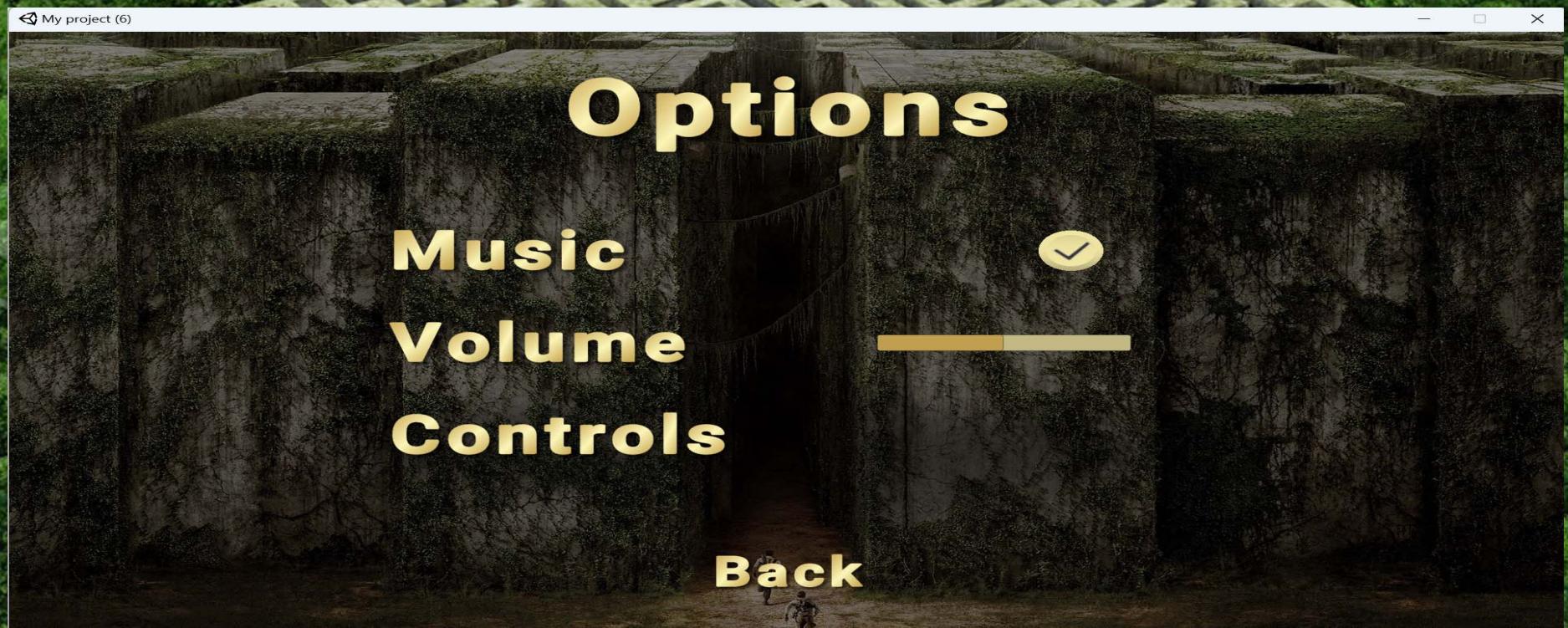
INTERFACE ELEMENTS – CHARACTER SELECTION



PREMIUM

FUNCTIONALITY

INTERFACE ELEMENTS - OPTIONS



PREMIUM

FUNCTIONALITY

INTERFACE ELEMENTS – HELP NOTIFICATION



PREMIUM

FUNCTIONALITY

INTERFACE ELEMENTS – MAZE MAP



PREMIUM

FUNCTIONALITY

INTERFACE ELEMENTS – TELEPORTATION



A large, complex stone maze set in a dense green forest. The maze is multi-layered and appears to be quite challenging to solve.

PREMIUM

FUNCTIONALITY

INTERFACE ELEMENTS – TIMER

A timer runs for each level separately to calculate the time taken by the player to solve the maze

Why VR is appropriate Technology?

- Provides a highly immersive and interactive environment for the players.
- By using a VR headset and controllers, players can move around and interact with the environment as if they are actually present in it.
- Allows for a high level of customization and interactivity, which is necessary for creating a complex and engaging maze game like this one.
- it provides a unique and highly engaging experience to the players.

PREMIUM

FUTURE WORK

- Multiplayer Mode
- More Levels
- Adding Opponent
- Achievements and Rewards

CONCLUSION

- In conclusion, the project is a maze game with three levels of increasing difficulty.
- The game allows players to select their avatar, adjust sound settings, and navigate through different terrains.
- The project is developed using Unity and written in C#.



PREMIUM

THANK YOU !!