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Github link: <https://github.com/tramway23/ZakariaHaitham>

Project description: This is the story Jude. He finds himself in a sort of maze/death run isolated area, and he needs to escape the place before the sun sets down in 20 minutes. The place is very creepy, and sometimes challenging to overcome. Lights turn on and off. Be aware of some areas, because you might encounter creepy creatures that appear for a brief instant.

Plan: The team consists of Haitham and Zakaria. Haitham will be focusing on the design of the game, while Zakaria will focus on the scripts, but both will be there to assist each other. We plan on making at least one scene of the game with different obstacles every week, so that the game progressively advances, and we don’t find ourselves late and pressed with time. Every week, one level will be built.