

Repository:

<https://github.com/tystill/Hunted>

Build:

<https://drive.google.com/file/d/1r84qmRKIWahP2x59CcL-VAJDsIZH-IM9/view?usp=sharing>

I implemented one maze and a basic pathing AI for the monster to find you, plus first person movement.

In the future I might make smaller mazes as the few people I had test it got a bit lost before I made it easier.