

a. Atomic parameter table

Atomic Parameter	Easy	Medium	Hard
Player's move speed	80	40	20
Time gives to the player	30	20	10

b. Performance table

Player	Easy	Medium	Hard
Player 1	5 wins, 0 losses	3 wins, 2 losses	0 wins, 5 losses
Player 2	4 wins, 1 losses	3 wins, 2 losses	2 wins, 3 losses

c. Reflection about performance and difficulty:

Yes, because in this game I didn't change the maze that the second player improve their performance significantly (they already know the shortest way to get out the maze by playing the same model over and over again). The first player tends to look around every time that is impossible to win in the Hard difficulty.

d. Game design pitch:

In this maze game, the game character can be controlled by the players to move forward, backward, turn left and right by "WASD" or direction keys on the keyboard and the players can look around use their mouse. The game mechanic includes exploring the maze world and finding a way to leave the maze. The game can be made easier or harder with two parameters 1) The player's move speed 2) The maximum time that gives to the player (e.g the harder the less time is given)