

# **A Maze Game**

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## **Name**

- ❖ Survival

## **Brief Description**

- ❖ An action/puzzle game where the objectives is to reach the exit alive. Players must avoid monsters and traps to reach the end.

## **Detailed Description**

- ❖ The type of gameplay we'd be after is something like Amnesia: The Dark Descent. The player must tackle puzzles and challenges while avoiding being grabbed by monsters. The player does –not– engage the monsters in direct combat; the player must be clever enough to escape with just his/her wits.

## **Scalability Plan**

- ❖ More puzzles, levels, and enemies could always be added provided there is enough time. Also, the complexity of AI, levels, and puzzles is easily variable based on how much time is available and how well things go.

## **Game Principles Discussion**

- ❖ Dimensions: 2D / 3D / 3D objects on 2D planes
- ❖ 1<sup>st</sup>-person perspective vs. 3<sup>rd</sup>-person perspective
- ❖ Rotatable walls?
- ❖ Classes of monsters & treasures
- ❖ Mechanisms

## **Design Challenges**

- ❖ Coming up with “good” puzzles is hard.
- ❖ Finding a balance between challenging and tedious can be difficult.
- ❖ Making sure the player has enough options to escape/hide from monsters without making it too easy.

## **Technical Overview**

- ❖ Assigning roles: producer, writer, artist/3D modeler, programmer
- ❖ Building objects: walls, player, monsters, treasures
- ❖ Building stages: put objects together and set up AI
- ❖ Doing playtest & modification
- ❖ Scaling down the plan if necessary

## **Technical Challenges**

- ❖ Art assets
- ❖ Shadowing
- ❖ AI that is neither too easy nor too hard