

The Maze of a Lifetime

Team 3

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Game Logline:

Walk through the Gate of eternal youth to become immortal.

Gameplay Synopsis:

Overview:

The object of our game is to collect the pieces of the Key that opens the Gate. These pieces are placed in different levels - mazes.

Once the Key is put together, get to the Gate of eternal youth and become immortal.

Gameplay Descriptions:

The game will consist of five levels and it will end when the user collects the pieces of the Key and opens the Gate. The Key consists of 4 pieces, -one placed at each level. Once the Key is complete the hero will have to get to the Gate placed in the fifth level to become forever young. Each level will consist of a maze. These will be no ordinary mazes. The maze will have "doors" that open and close, giving way to new paths to the Key's piece or the Gate. There will be a global timer which keeps track of how long the hero will have to get to the Key's piece and back out of the maze. On the fifth level the hero needs only to get to the Gate. But, be aware, there are spiders in the maze as well.

Controls:

The hero can move left, right, up and down by using the arrow keys. The spiders will move randomly but towards the hero if this last one is in the vicinity.

The hero will be able to control the following as well:

A - By pressing this key the spiders will slow down

B – By pressing this key the Hero speeds up

C – By pressing this key the Time that controls the doors on the maze will run out faster

D – By pressing this key the Time that controls the doors on the maze will run slower

This godly powers will be available only if the user can get to the power ups in the maze.

Interface:

The user interface will consist of a sand timer on the upper right showing how much time before the doors change position. There will be a global timer which will show how

much time is left to pick up the Key's piece and get out or to get to and open the Gate. On the upper left side there will be an indicator of how many lives the hero has left.

Rules:

The rules of the game are as follow:

Try to collect the pieces of the key and open the Gate to eternal youth. Each of the first four levels will have a piece of the Key. On the fifth level you will try to get to the Gate, - eternal youth is waiting for you.

You will have three chances, lives, to complete this.

Every level will consist of a maze. The maze will have "doors" that open and close creating new paths, changing previous ones.

The time interval when the "doors" open and close will be controlled by a sand timer. You will be able to speed up this timer or slow it down but, you won't be able to control the "door" timer if you haven't gotten to a power up.

When you get to one of the power ups you can, for only one time, use any of the four [controls](#).

Number of the power ups will be based on the level (decided when Beta ready).

You will be able to make the hero walk faster or make the spiders that are trying to get you go slower. If the spiders get you before getting back out of the maze (first four levels) or, getting to the Gate (fifth level) the game is over.

A global timer will keep track of how long it will take you to complete the level. Each level should be completed in less than 5 minutes (300 seconds).

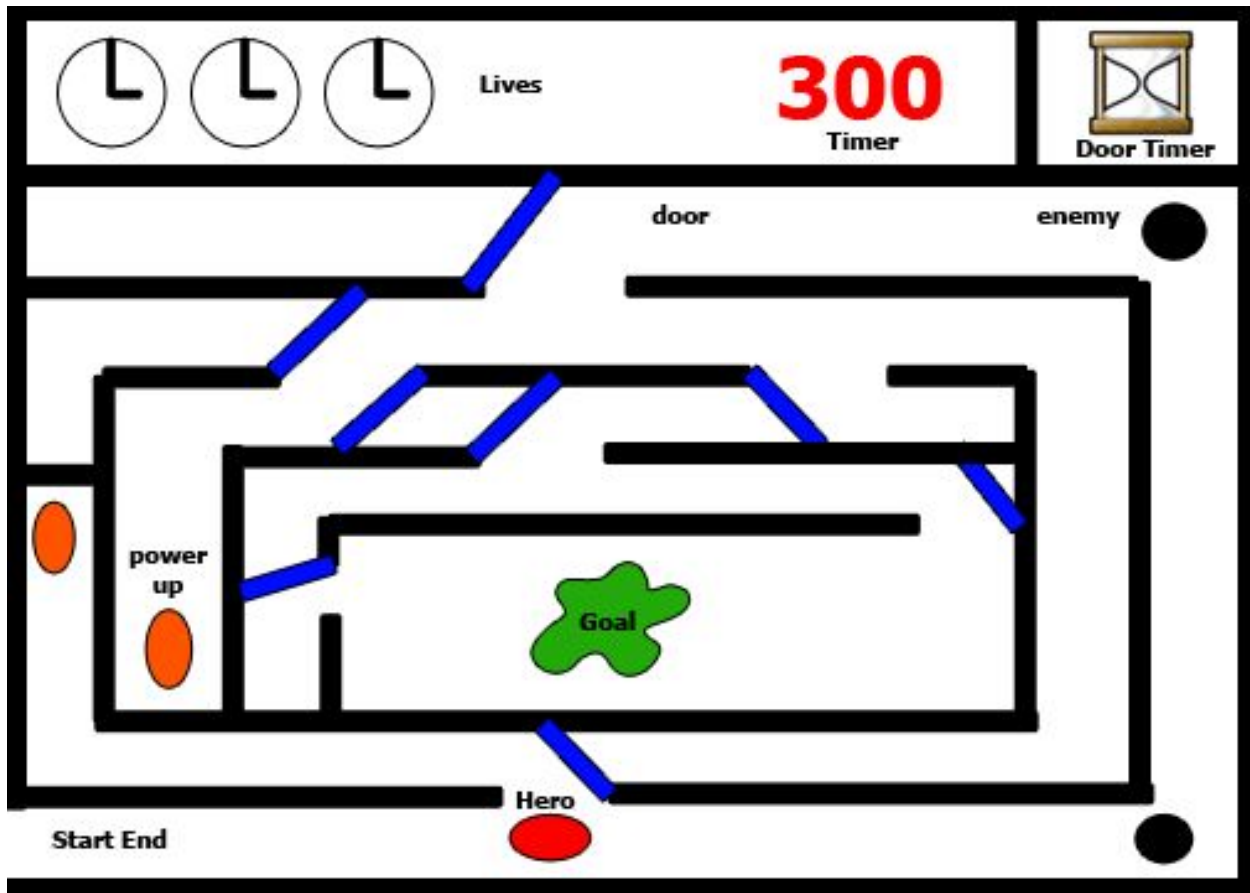
Game is over once the fifth level is complete.

Based on the Beta of this game we will decide whether to keep a score based on how many seconds are left per level or add those left seconds of the level to the next one.

Win Condition:

Getting to the Gate of eternal youth and be young forever

Concept Sketch of the Battle Field:



Character and Level brief descriptions:

Each level the maze will be different so the user will have to take a different path. Number of “doors” will change with each level - it will go down (Beta will decide by how many). The “spiders” will basically be two handed clocks with legs trying to get to you - time trying to catch up to you. The spiders will move randomly unless you get within a certain distance to them. If you get to close to them then they will move towards you.

On each of the first four levels there will be a piece of the Key placed in the maze and on the fifth level, the Gate. Based on the Beta we will see whether it will be feasible and more fun to have the mazes for every level be created dynamically. This will make the game more fun to play for a second, third and so on time but, it will also mean more work and code on our part.

Division of Labor:

Brian: Lead Programmer

Eric: Lead Designer

Lorenc: Lead Integration