

The Maze Master

Group 9

Introduction

Twist in the maze game genre

- Functional Virtual Reality System
- Not Repetitive
- Random Mazes
- Unique Storyline
- Online Multiplayer

Purpose

Passion for video games

Current maze games:

- Rehash of what is in the market
- Predictable
- Scarce
- Loot boxes
- No unique experience

Game Mechanics

Simple:

- Compelling Story
- Complex Maze w/ Atmospheric Lighting
- Manipulatable Environments
- Hidden Surprises
- Multiple Enemies
- Slow Motion Gameplay
- Weapons

Game Mechanics

Complex:

- Universal Rendering Pipeline (for realism)
 - Includes Fog, Lighting, Shader-Graphs, and Iridescent Colors
- Destructible Environments w/ Mesh Splitting
- Ray-Marched Lighting for Final Battle
- Slow Motion for Slower Paced Gameplay
 - More Fulfilling to Deal w/ Obstacles

Story

Player Awakes Inside A Maze

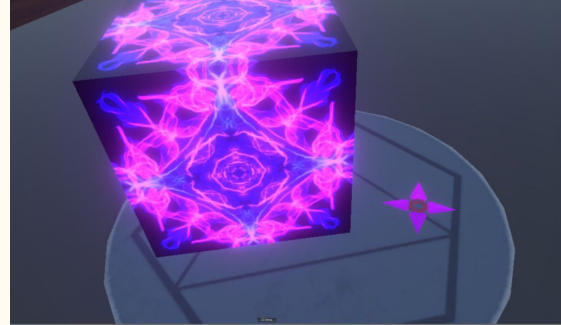
Must Survive and Traverse the Maze

- Encounters Enemies
- Use Items Provided
- Make Smart Decisions

Unlocked When Maze is Traversed

- Weapons
- Locations

Gameplay Images



Future Work

Multiplayer Functionality

- Only Groundwork Has Been Set Up
- Utilize Photon Unity Networking 2 (PUN 2)
 - Synchronous Game Environment & Matchmaking

Finish Storyline

- Add AI To Enemies
- Finish Work From Rendering Pipeline Switch