



LOVE
MAZE



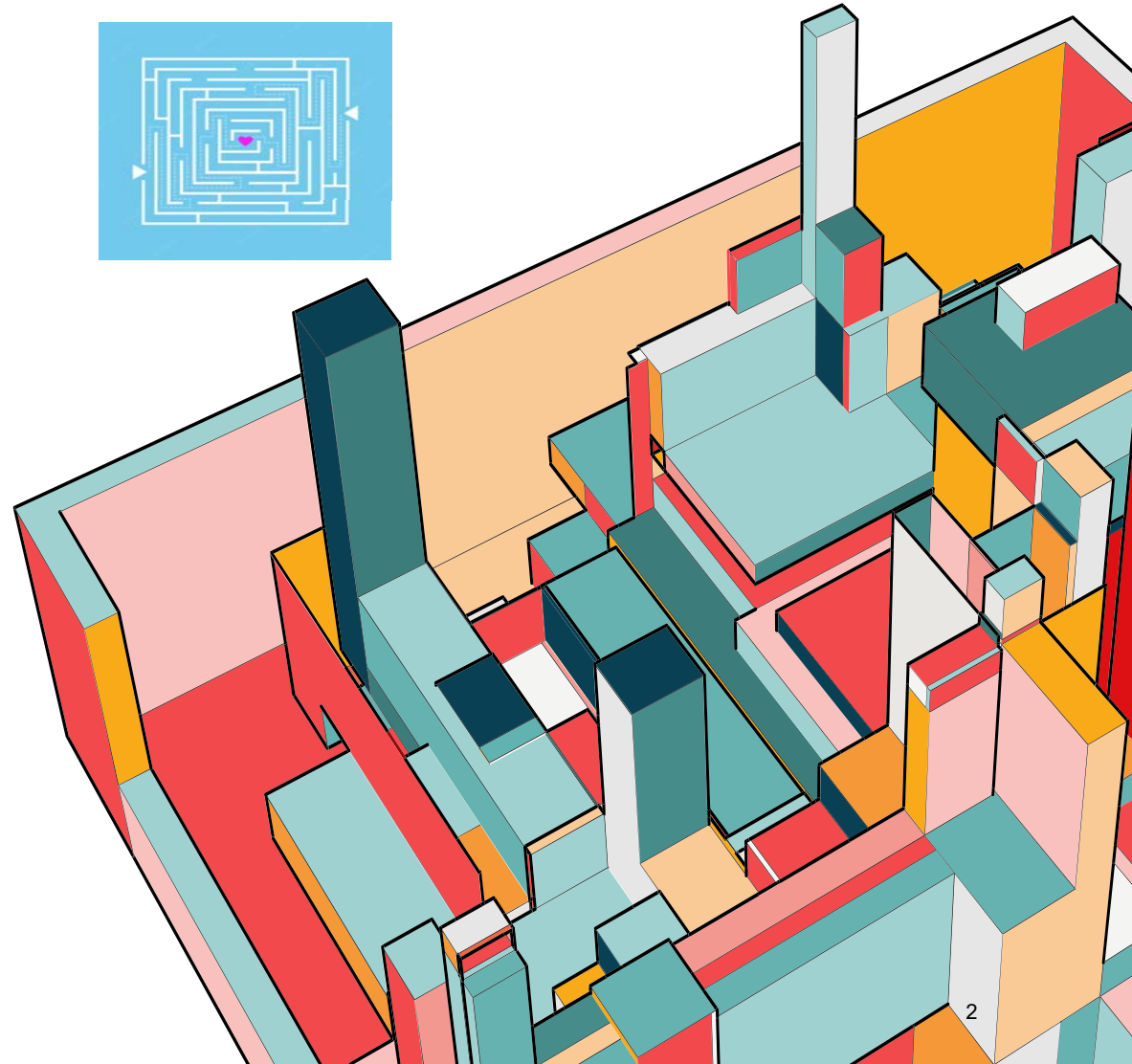
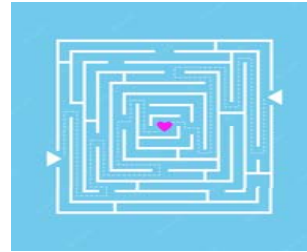
Swetha Garnepudi

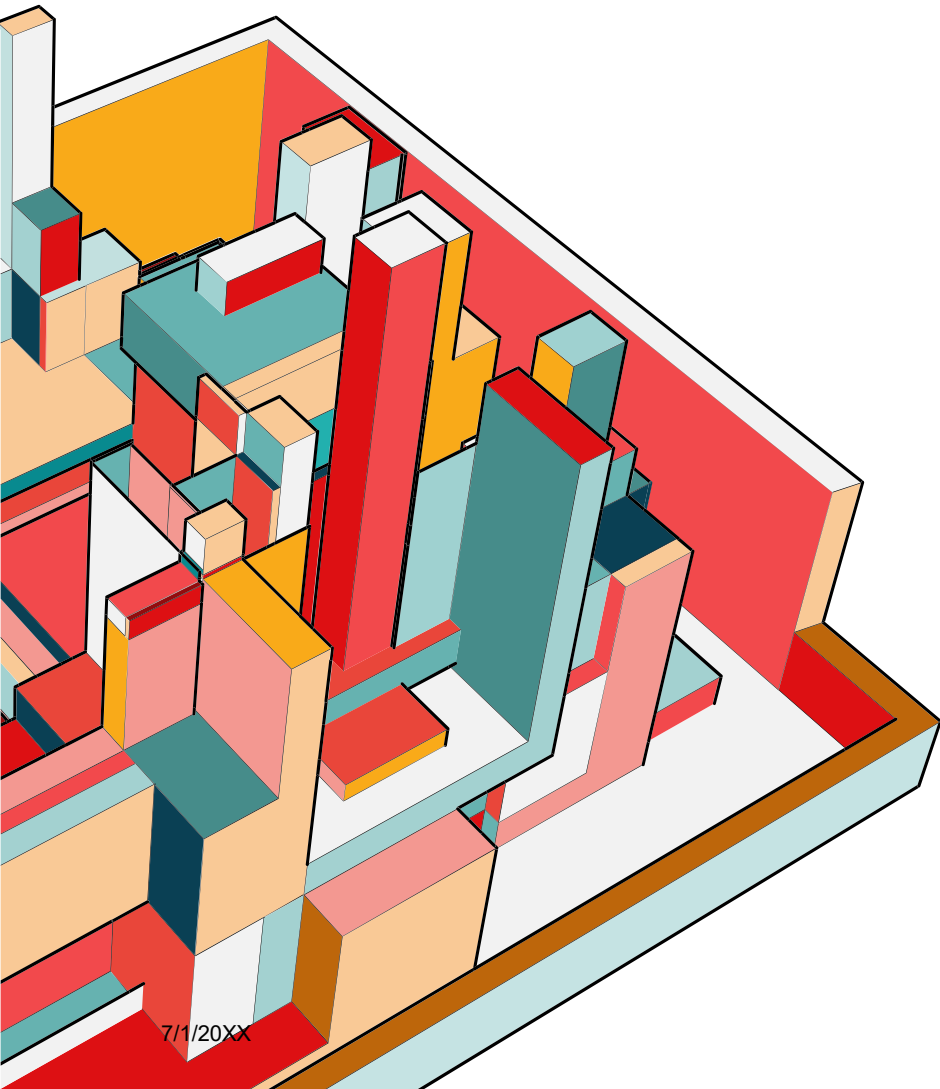
Sai Vishal Thota

Harini

ABOUT

- ❑ Introducing the sneak-peek craze game, Love Maze where players must navigate through the maze to reach a point.
- ❑ Type of puzzle game with typical network of paths and walls.
- ❑ Creating more fun, yet challenging.





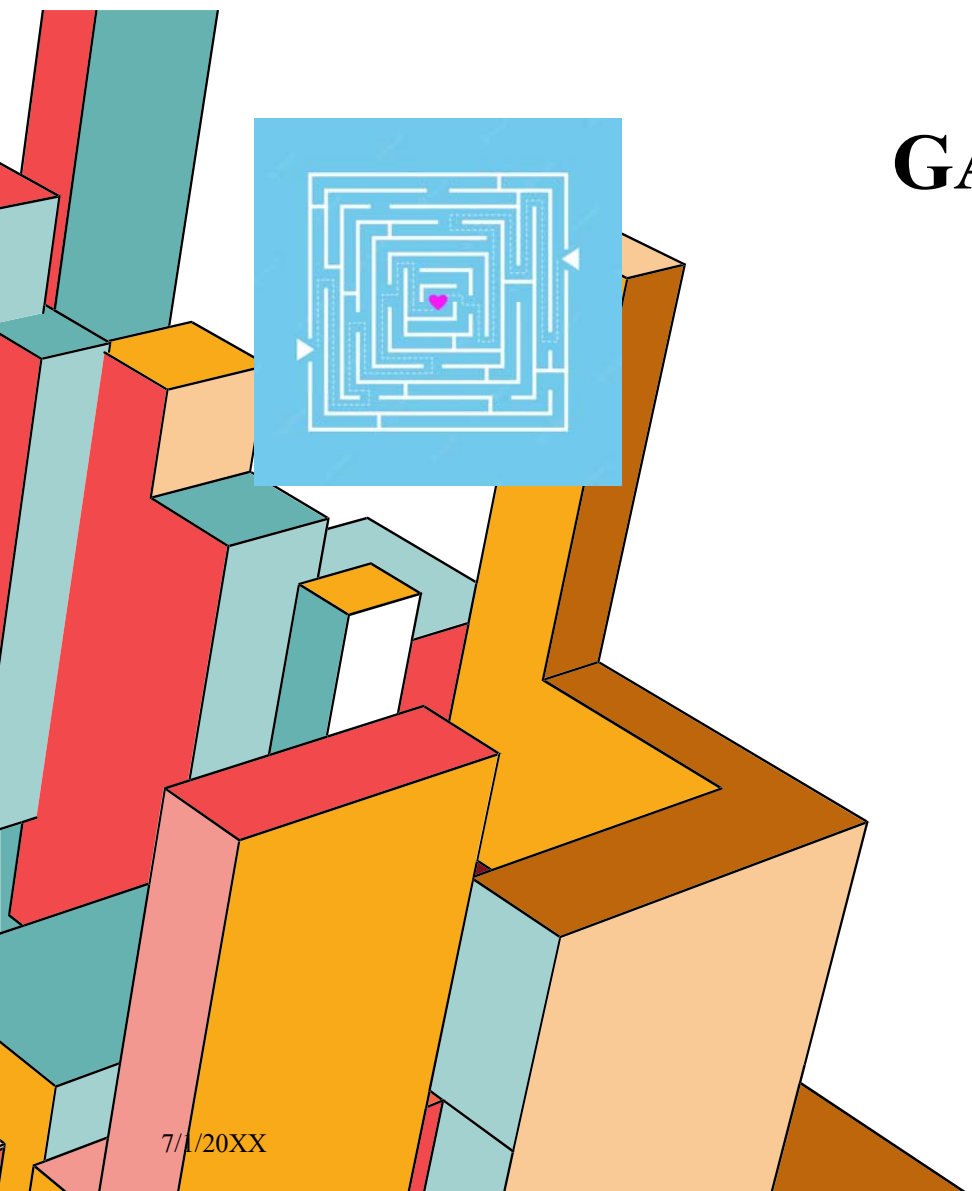
MODELLING STORY

- Using unity virtual environment a maze has been built.
- The environment of the game is assumed to be an love island which has assets related to the nature.
- The male and female avathars are the main characters that runs the game.
- There is no specific point for the characters to succeed the game.

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GAMING

VISION

A maze with the avatars are created using walls and the players movement defines the game.

SOUND EFFECTS

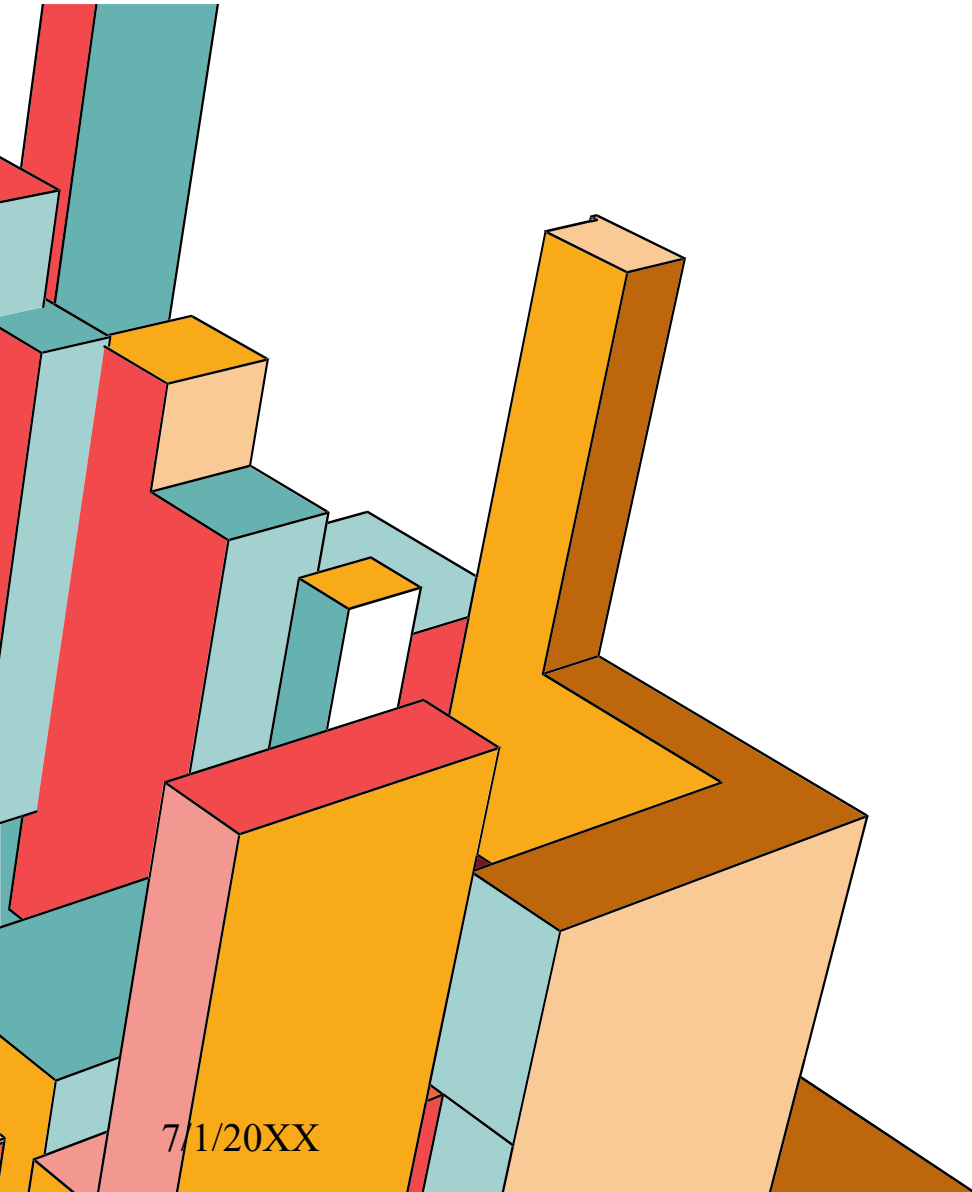
Win moment, lose moments sounds, movement of the player.

ANIMATIONS

To showcase the environment as a real kind there are movements for the trees. heart shaped animations that improves health of the avathar and increases the game period.

INTERACTIVITY

Players movements are controlled, collision detection.



GAMING

INTERFACES

Displaying the maze, health meter, timer for game.

HEALTH METER

Health meter is specific to the avatars. It is assumed to be the life time of the character.

TIMER

There is a certain time limit for the couples to meet each other. We have taken an average time of 2mins

UI INTERFACES

UI interfaces have been used for the beginning of the game. At the end there is another UI that takes back to the home screen.

SOFTWARE REQUIRED

UNITY

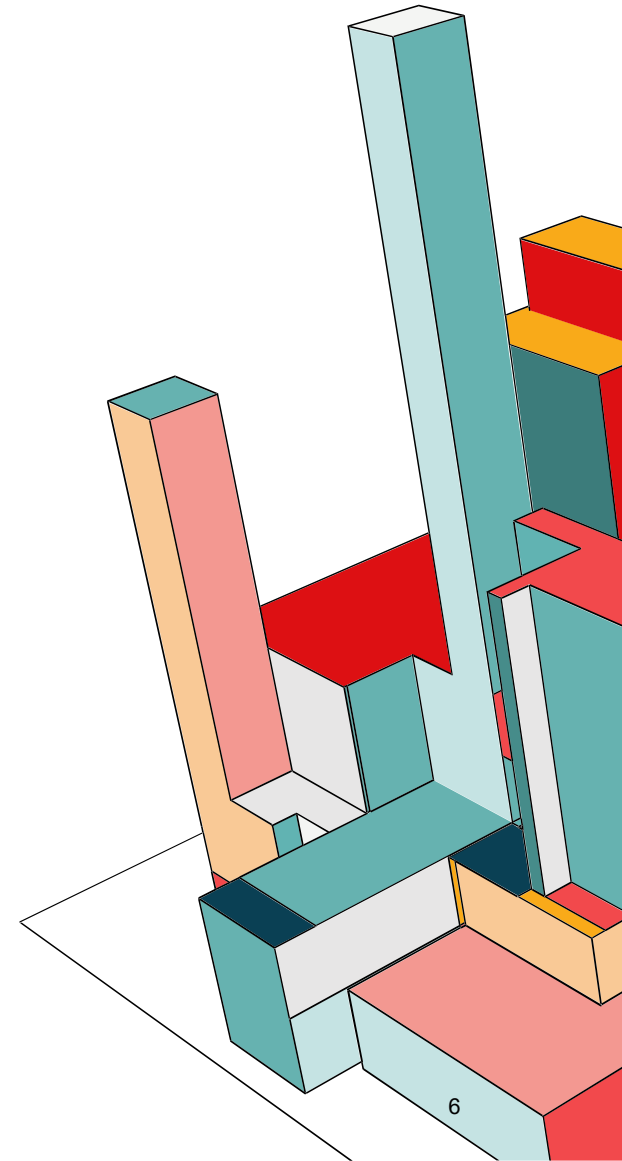
It is a cross platform game engine, providing assets, game environment, building code that helps for the interactivity and animations.

ADOBE MIXAMO

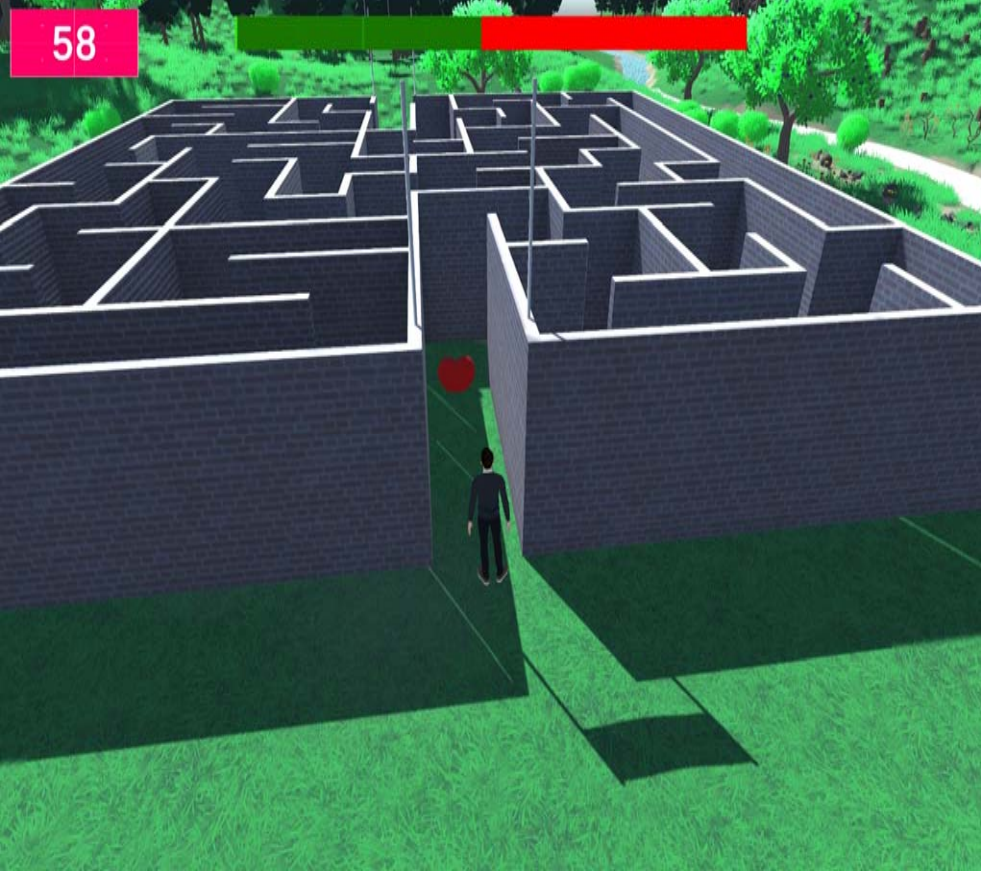
For certain assets the adobe mixamo has been used.

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OVERVIEW



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MAZE GAME

CREATE ROOM

Enter text...

JOIN ROOM

Enter text...

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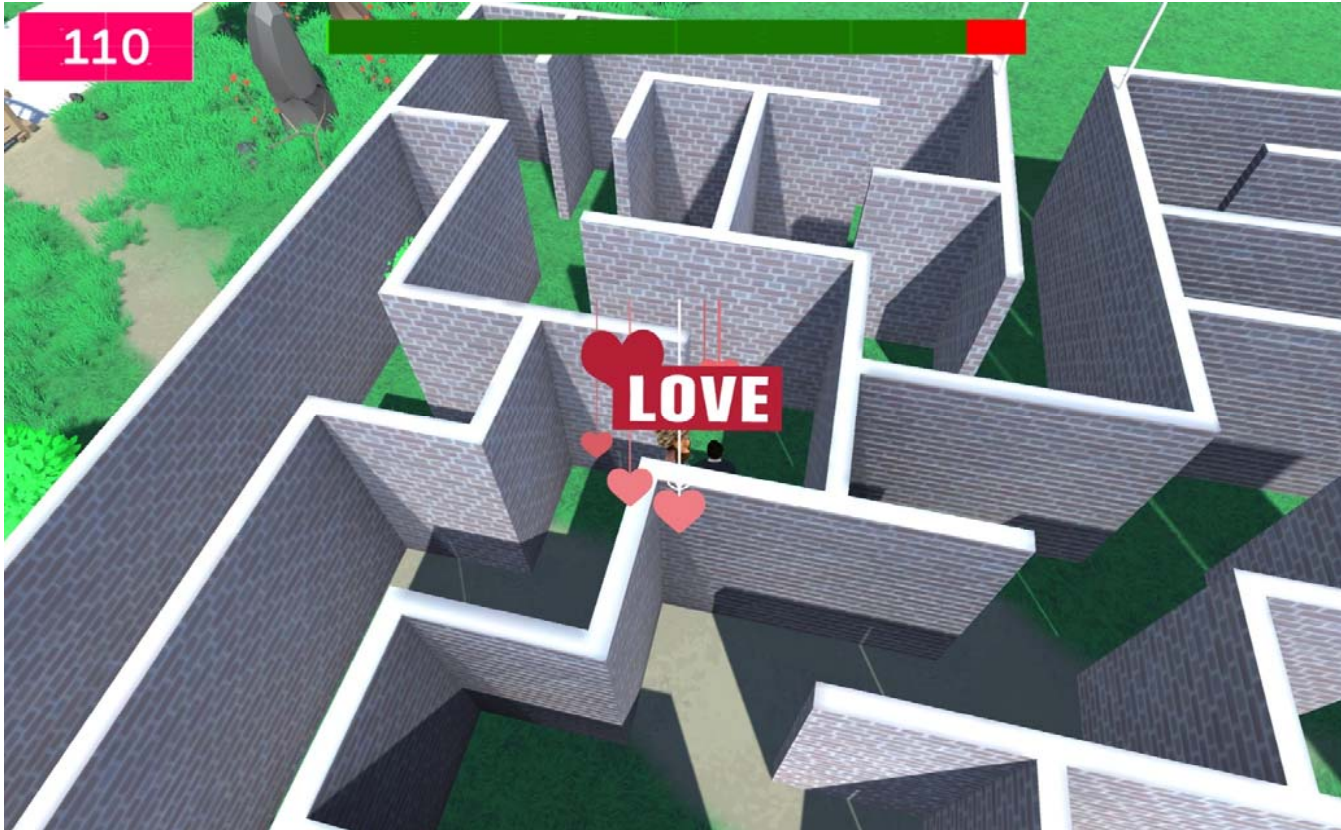
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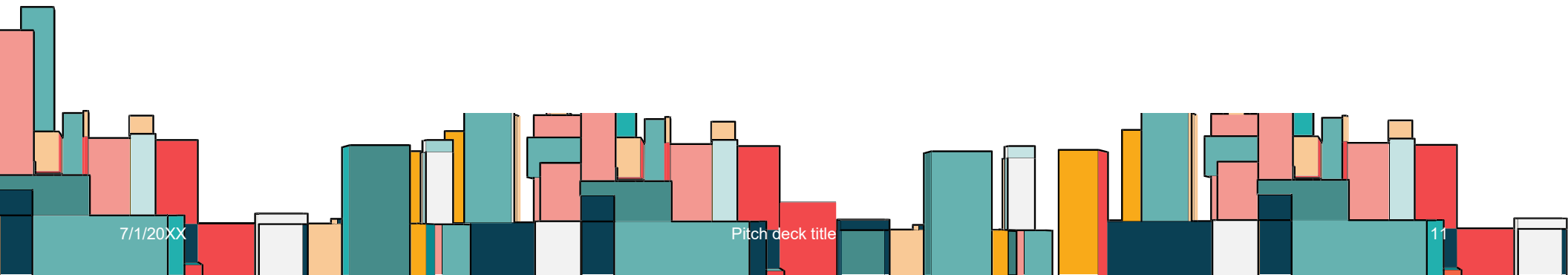
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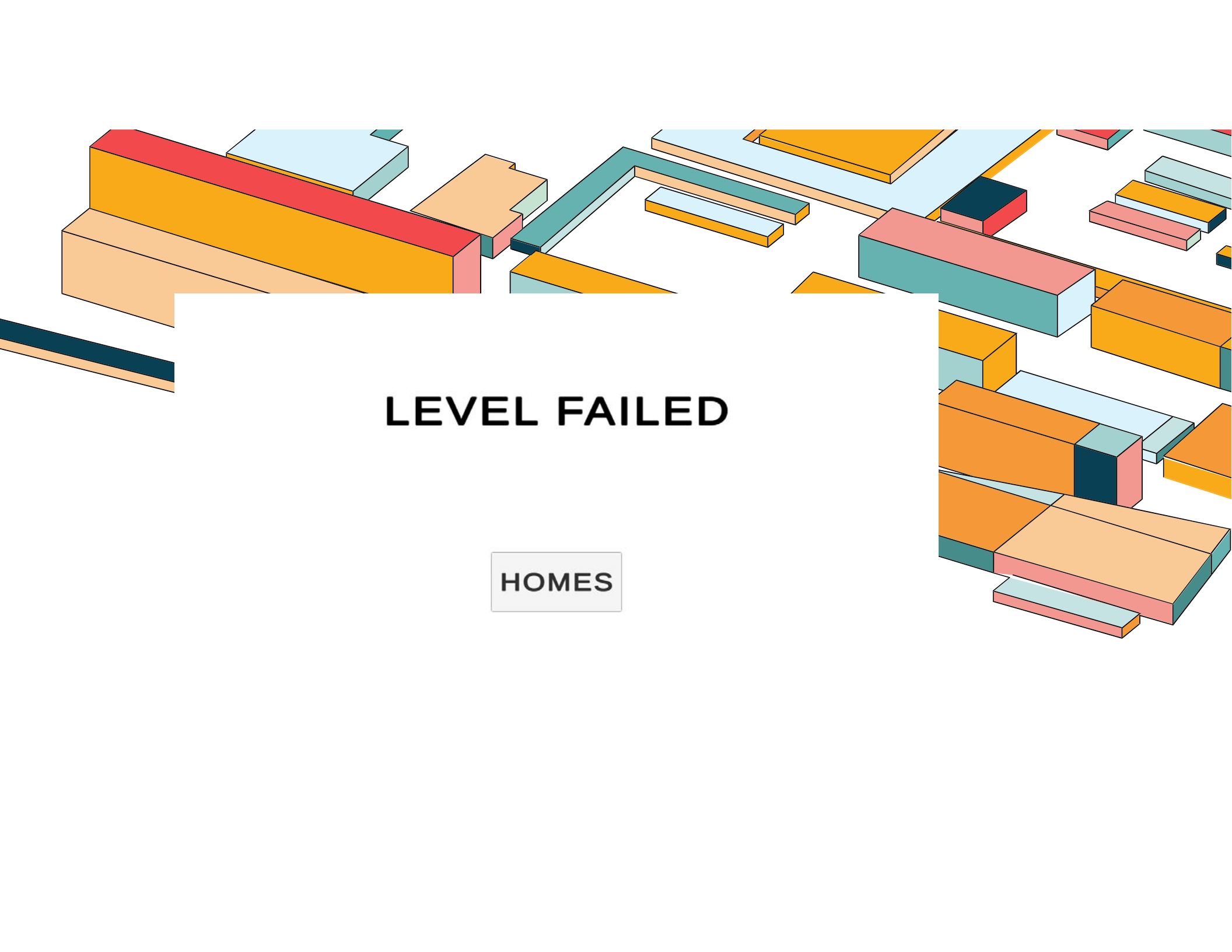
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GAME FINISHED

HOME





LEVEL FAILED

HOMES

THANK YOU

