



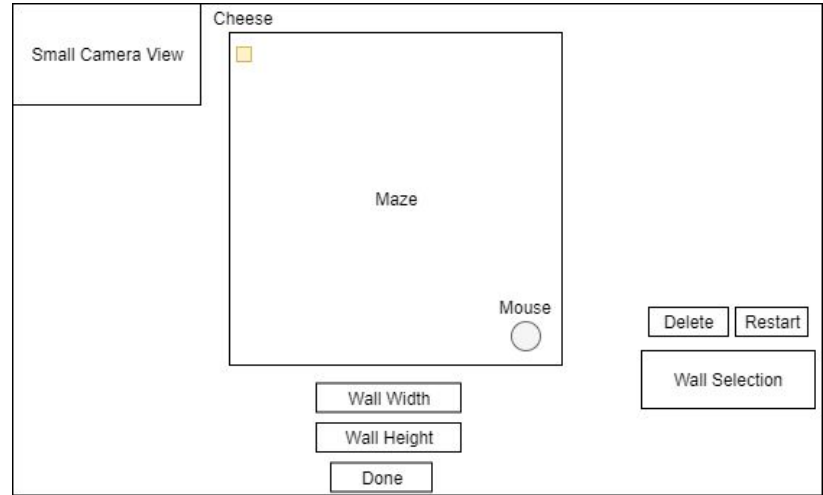
Mouse Maze

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Application Purpose

A game in which the user has the power to manipulate and set up the game that they will play. In the mouse maze, the user will set up a maze to their preferred challenge level and then attempt to guide the mouse through the maze from a start position to an end position.



Technical Specifications

Hierarchy -

Walls are implemented using the SceneNode and NodePrimitive classes (directly manipulated by user).
Before the game starts, the user has the ability to change the translation of the different walls by selecting a wall from the dropdown, holding down the shift key and dragging the mouse.

Object Interaction -

When a collision is detected between a mouse and a wall the mouse must change direction and go another way.
Mouse and mousetrap result in the end of the game.
When the mouse reaches the cheese that is also considered an interaction and the game is over.

Two Camera Views -

Top down view during wall creation and manipulation
View from the front of the traveling mouse after the walls have been placed and mouse movement starts

Camera Manipulation -

Support for main camera manipulation during wall placement and translation - (Alt Key and mousepad movements)
Support for mouse camera manipulation during mouse movement scene - (Left and Right arrow keys)

Technical Specifications Continued

Illumination -

Light source is the mouse - mouse illuminates an limited area in front of the mouse position

Texture -

Implemented in the hierarchy walls, the cheese and the floor of the maze

From Asset Store

Dungeon Stone Textures

<https://assetstore.unity.com/packages/2d/textures-materials/stone/dungeon-stone-textures-66487>

FREE Food Pack

<https://assetstore.unity.com/packages/3d/props/food/free-food-pack-85884>

Stylized Wood Texture

<https://assetstore.unity.com/packages/2d/textures-materials/wood/stylized-wood-texture-153499>