

# MAZE CUBE

---

# GAME IDEA

---

- Single player puzzle game.
- Traverse a cube, get from start point to victory point.
- Avoiding falling off cube and crossing over red boundaries.

# GAME IDEA

---

- The game aims to be minimalism in art, music, and UI.
- Be an escapism or moment of zen for puzzle game players.
- Will begin simplistic and gradually become more difficult giving challenge to player.

# GAMEPLAY

---

Player can:

- Move left and right.
- Jump.
- Rotate game world by  $90^\circ$  clockwise or anticlockwise.
- Flip game world by  $180^\circ$  so that it is upside down.

# GAMEPLAY

---

- Once a player has crossed edge at correct point the cube rotates.
- Players can peak around to other sides of the cube.
- Some surfaces prohibit abilities.
- Some other character shapes add abilities.
- Gravity direction is changed.

# GAME ELEMENTS

---

- Player's character is a cube mainly, other shapes will be present to select from.
- Boundaries: green cross point, red do not cross, blue laser do not cross.
- Cube: walls, holes both must be navigated.
- Lives and time: to provide extra challenge to player, from both game and other players.