NECROSOFT

MAZE DASH

Spring 2021
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Veronica Thai, Yunjie Shi,
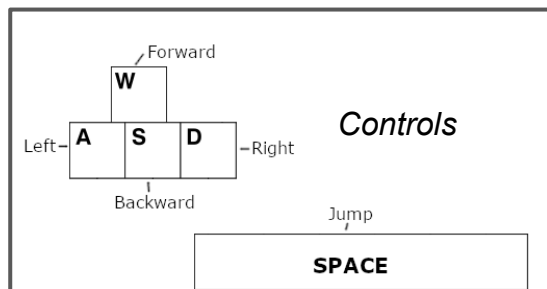Zixuan Wang, Aaron Yee

Challenge mode: Test your platforming skills

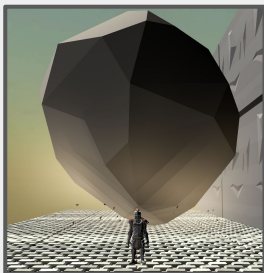*Infinite mode: Survive as long as you can*

Forward

W

Left — A S D — Right

Backward

Controls

Jump
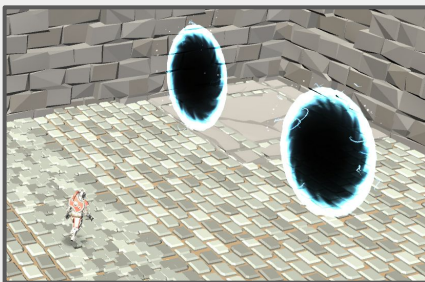
SPACE

Eight characters to unlock

Infinite mode
- Unending infinite runner mode
- Instant death wall forces player to keep moving forward
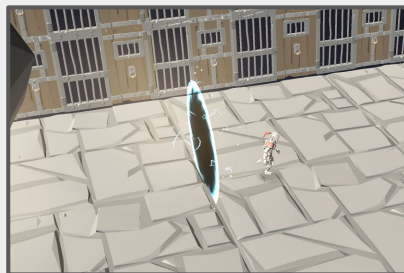

Try to avoid being crushed

- Enemies also chase the player for brief periods
- Portals that switch the game theme during a run, while also preventing floating point errors.

Pick a portal...

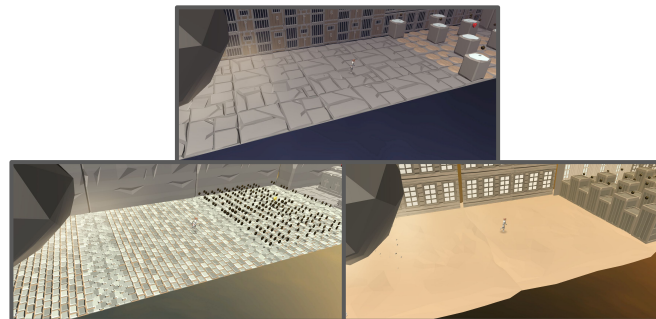*Be transported to another place*

- Difficulty curve
  - Entering a portal speeds up the instant death wall
- Fixed scrolling camera
- Collectible coins that increase score and can be used to unlock new characters

Collect coins...

CHARACTER
BUY   500
PREV   NEXT
Skeleton
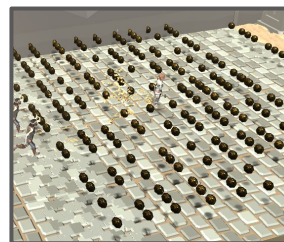
Unlock characters

Three unique themes

Challenge Mode

- Difficult Levels meant to challenge the player
- Checkpoint System
  - When player reaches a checkpoint they will respawn at that checkpoint when they die
- Save And Load:
  - Players can save what challenge level they are on and load a save
- Orbital Camera
- Unique Challenges
  - Some challenges Not in infinite mode
    - Instant-death spikes
    - Respawning power-ups
    - Platforms that hurt the player

Respawn at checkpoints
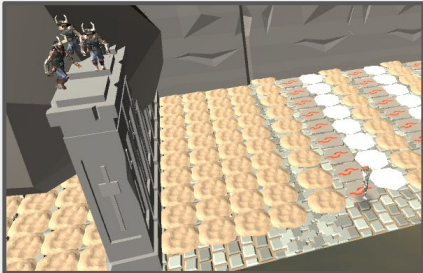

Avoid being killed by the spikes

Overview of Game Elements

- Advanced movement like wall jumps and double jumps

Wall jump: Cling to a wall and jump off

- Enemies will follow the player, damaging them if they get too close. They are faster than the player, but won't follow off ledges of a certain height

Escape enemies

- Hazard tiles that debuff the player while on them
- Powerups that give the player an advantage
- Online leaderboard where the player can compare their score against other players
  - AWS Lambda written in Swift
  - Stored in AWS DynamoDB

YOU DIED

	Leaderboard	
1	Alex	11806
2	A-A-Ron	9849
3	TheLegend27	9001
4	N8	8191
5	Colby	8003
6	ItsUrUncleDawson	7298
7	Ghostie	6725
8	Tonio	5596
9	Ghias	5559
10	will	5365

Game Elements: Hazards

- Activate when player is standing on them
- Slippery
  - Player slides a small distance after stopping movement input
- No-jump
  - Player cannot jump
- Slow
  - Player moves at half-speed

Slippery, no jump, and slow

Game Elements: Health System and Power-ups

- Health System
  - Player can take 4 hits from enemies
  - Player dies instantly from major threats
- Power-ups
  - Restore 1 Health
  - Restore All Health
  - Increase Max Health
  - Player can kill enemies for 5 seconds
    - Kill enemies by jumping on them
  - Player can double jump for 5 seconds
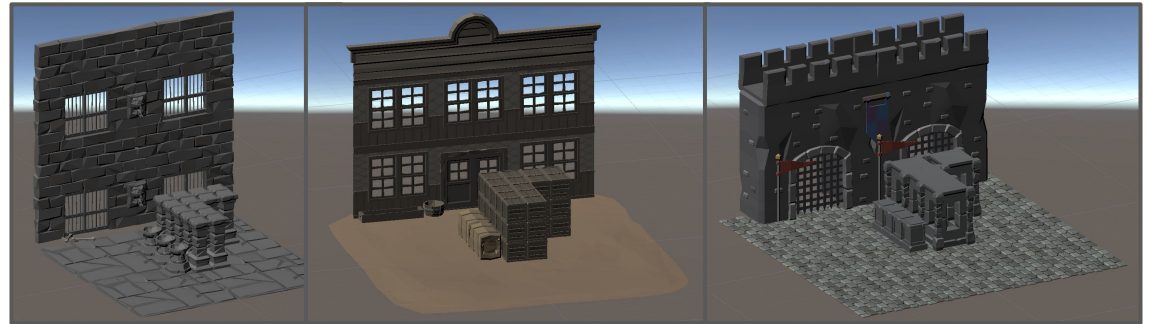
Aesthetic Elements

- Particle Effects
  - Play when Player Triggers Certain events
    - Collecting a Coin
    - Enemy Spawns
    - Collecting a Power-up
- Character animation
  - Player animation
  - Enemy animation
    - Run, jump, die, climb
- Theming
  - Three different themes
    - Western
    - Dungeon
    - Castle

Powerup effect   *Enemy spawn*

Dungeon, Western, and Castle Themes