Game Overview

THE MAZER

Overview

Genre	Puzzle
Platform	Windows
Controls	Mouse
Art Style	Minimalist
Target Audience	+6
Monetization	Premium on PC
Price	1$

Concept

Our goal is to reveal the correct shape of the maze and advance to the next level.

Team

- Game Designer: Murat Aydın
- Programmer: Bekir Ekiz
- Artist: Baykutay Hakan Kaya
- Sound Designer: Murat Aydın, Mert Ömer Aslan

Gameplay

Objective

Solving the maze.

Game Progression

Use different mechanics to increase the player's stress factor and encourage them to create a maze to solve the puzzle.

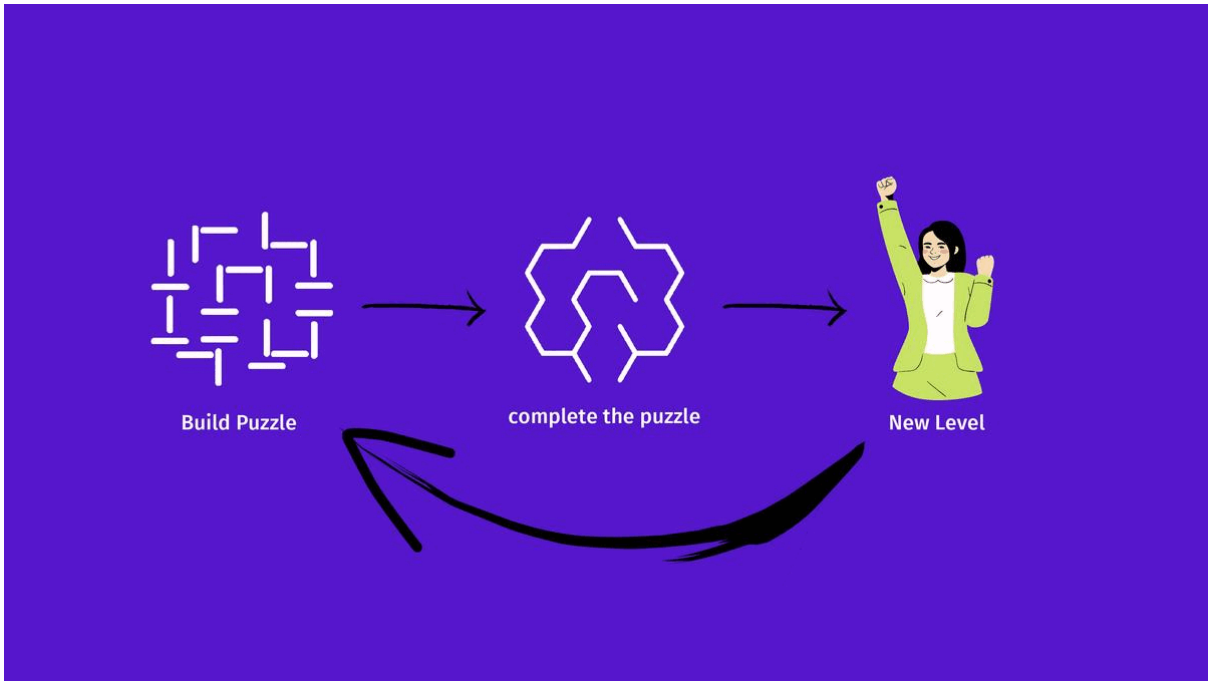
Core Mechanics

Rotate the lines on the screen by clicking on them with certain angles to align the lines to the correct angle and position.

https://s3-us-west-2.amazonaws.com/secure.notion-static.com/6c801ab6-8b5e-4b2d-ac75-31722e847269/2023-06-03_14-04-24.mp4

Game Loop

The player solves the maze by clicking on the lines and proceeds to the next level.


Build Puzzle
complete the puzzle
New Level

Mechanics

Core Mechanic

Rotate the lines on the screen by clicking on the line with certain angles to align the lines to the correct angle and position.

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Double Rotations

Affecting Lines

When we rotate certain lines it causes some lines to rotate.

https://s3-us-west-2.amazonaws.com/secure.notion-static.com/958f20d0-7a48-46ce-b8e9-9345f712104f/AffectingLines.mp4

Twin Lines

When we click the first line, the line’s twin turns in the left direction and the clicked line turns in the same direction. If we click the line’s twin, the line turns in the right direction and the twin turns in the same direction.

https://s3-us-west-2.amazonaws.com/secure.notion-static.com/da3011ad-0926-40b0-86d4-960644d556e3/TwinsLines.mp4

Opposite Lines

When we click a line, the line’s twin turns in the opposite direction of the clicked line.

https://s3-us-west-2.amazonaws.com/secure.notion-static.com/6c1c85fe-a3a1-43fb-ac80-fdff065d0f39/OppositeLines.mp4

Time Counter

https://s3-us-west-2.amazonaws.com/secure.notion-static.com/8d8db289-b499-405f-b968-0bc3572e5b3f/2023-06-03_15-35-46.mp4

Time runs backwards in the game. The difficulty of the level depends on the time limit. Additional time is given when each Line is seated correctly.

Opening And Closing

Opening

At the beginning of the game, the original state of the labyrinth that we have to solve comes and then the labyrinth starts to mix with every part of it, and right after that, the time flowing backwards comes into play.

https://s3-us-west-2.amazonaws.com/secure.notion-static.com/36cac059-c742-47bf-8f4e-1c2b47909bce/Opening.mp4

Closing

It is the scene that appears on the screen when the game is over.

https://s3-us-west-2.amazonaws.com/secure.notion-static.com/1ecd2017-1db3-4ce6-ba7b-13d2414b059e/Closeing.mp4

Progress

There will be 10 levels in total in the game. 10 levels will be divided into 3 groups among themselves.

Easy

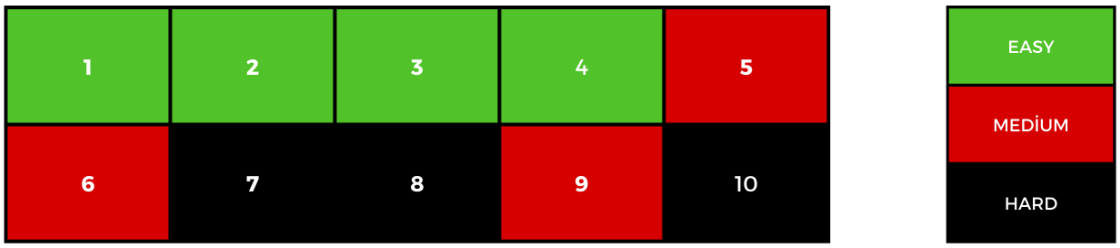
The easy levels will not give the player too much trouble and will demonstrate how the mechanics can be used in various ways.

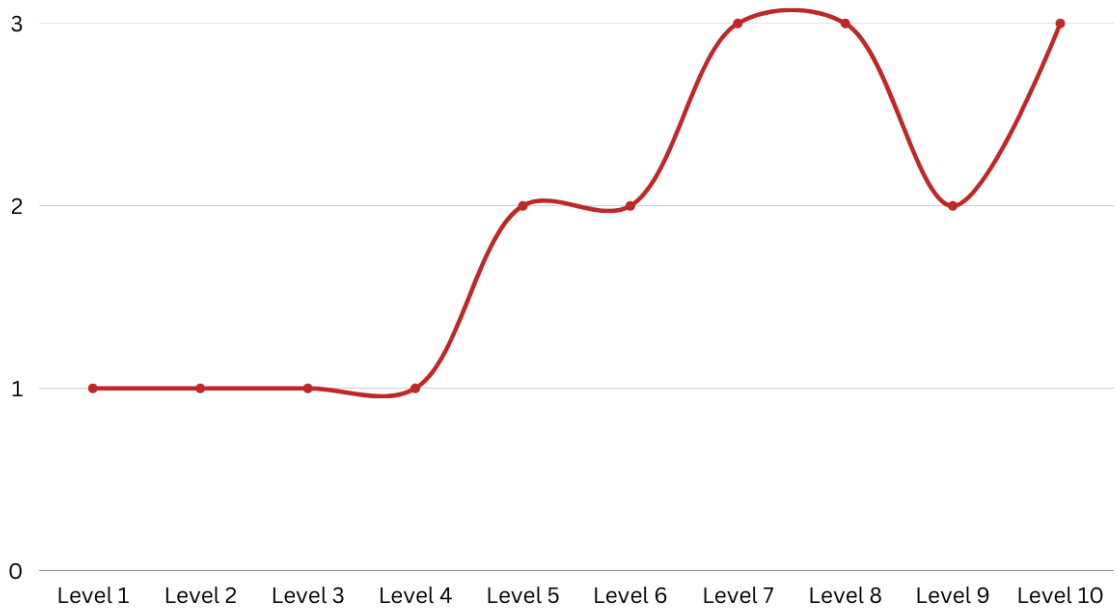
Medium

Medium difficulty levels will show you how various uses of the mechanics will become more difficult.

Hard

The medium difficulty levels will demonstrate how the various uses of mechanics will become more challenging.





MECHANICS / LEVELS	Core Mechanic	Affecting Lines	Twin Lines	Opposite Lines
LEVEL 1	✓			
LEVEL 2	✓			✓
LEVEL 3	✓		✓	
LEVEL 4	✓	✓		
LEVEL 5	✓		✓	✓
LEVEL 6	✓	✓		✓
LEVEL 7	✓	✓	✓	✓
LEVEL 8	✓	✓	✓	✓
LEVEL 9	✓	✓	✓	✓
LEVEL 10	✓	✓	✓	✓

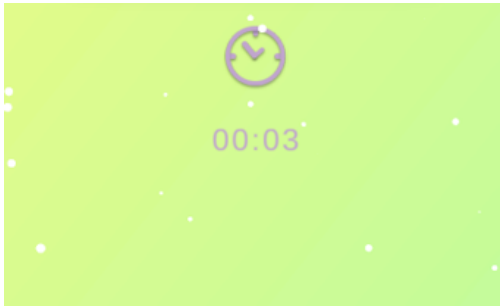
User Interface

In-level





Settings icon in the bottom middle of the screen.



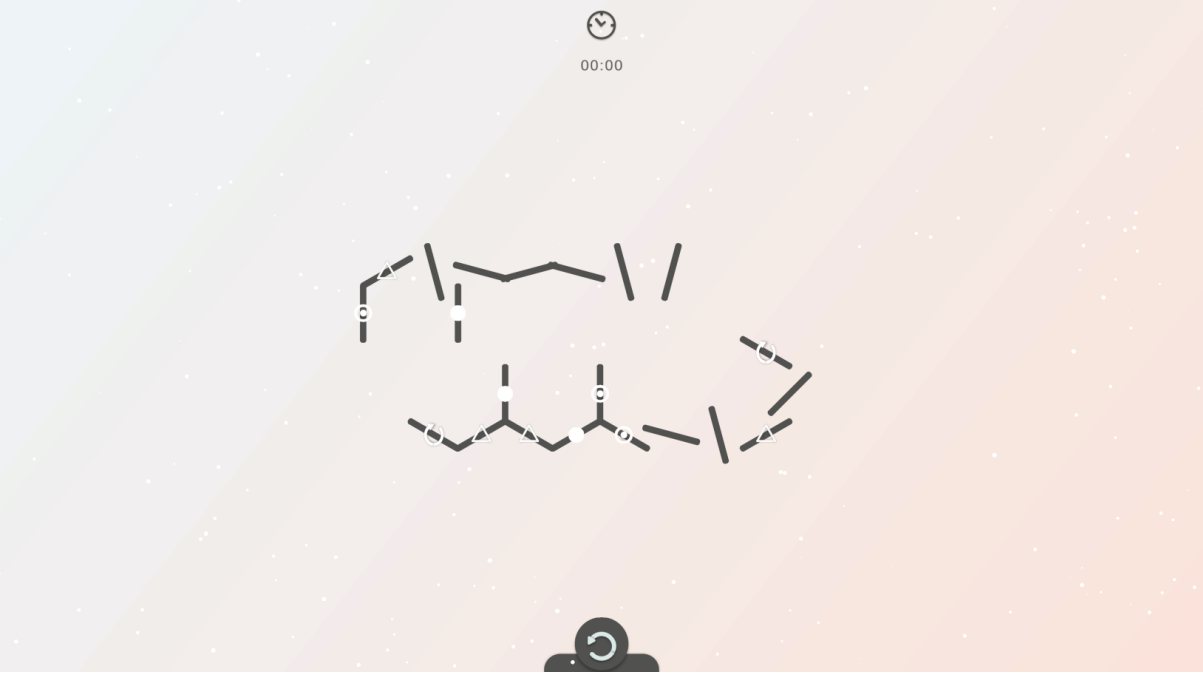
The clock icon located at the top of the screen indicates that time is flowing backwards.

Game Pause Screen



The clock stops when the settings panel is opened. The options button spans the bottom center of the screen.

Game Over Screen


00:00

Background

Level 1 Background

Gradient background from aquamarine to Icterine.

Level 2 Background

Gradient background from jordy blue to lavender pink.



Level 3 Background

Gradient background from naples yellow to zomp.



Level 4 Background

Gradient background from orange (web) to french rose.



Level 5 Background

Gradient background from yellow (#EFF609) to fuchsia.



Level 6 Background

Gradient background from steel pink to caroline blue.



Level 7 Background

Gradient background from persian rose to robin egg blue.



Level 8 Background

Gradient background from mimi pink to buff.



Level 9 Background

Gradient background from carnation pink to picton blue.



Level 10 Background

Gradient background misty rose to anti-flash white.

Lines

Core Mechanic

Object with minimal and simple design.



Affecting Lines

Object with minimal and simple design. There is a rotating arrow on the lines.





Twin Lines

Object with minimal and simple design. There is a hollow triangle on the line.





Opposite Lines

Object with minimal and simple design. On one of the lines is an empty circle with a dot in it. On the other line, there is a full circle.



Sound

Click Sound

The sound made when clicking in the game.

https://soundcloud.com/mert-oemer-aslan/mekaniksizdondurme34

Game Opening Sound

The sound that will be played when the game screen is opened.

https://soundcloud.com/mert-oemer-aslan/lvlgecistiklama

Line Rotating Sound

When the player turns in the maze, a sound effect will play to indicate the change in direction.

https://soundcloud.com/mert-oemer-aslan/mekaniksizdondurme34

Mechanical Sound

The mechanics in the game make a sound when they move in the game. There are currently 3 mechanics in the game and each of these mechanics will have the same sound.

https://soundcloud.com/mert-oemer-aslan/mekaniklidondurme

Line Sitting Sound

The sound when the line is in the correct position.

https://soundcloud.com/mert-oemer-aslan/thmazeroturtma

In Game Play Music

The song or songs that will be played instantly in the gameplay.

https://soundcloud.com/mert-oemer-aslan/themazer34

Settings Opening And Closing Music

Settings Opening

The sound when I press the Settings icon.

https://soundcloud.com/mert-oemer-aslan/ayarlarinekranagelis

Settings Closing

The sound when we close the settings.

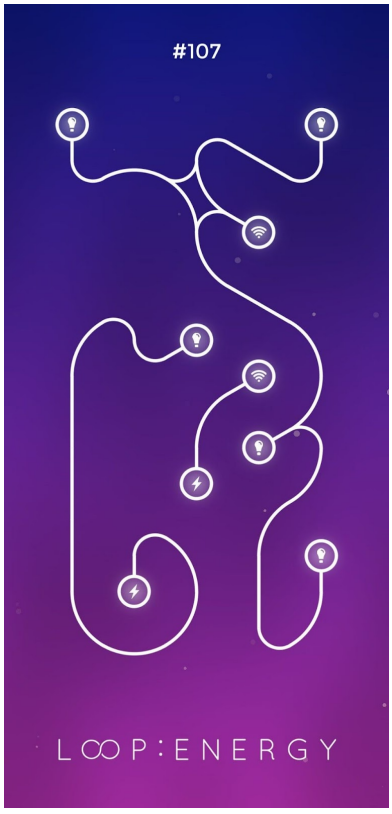
https://soundcloud.com/mert-oemer-aslan/ayarlargidis

References

Game References

Game Name:

Infinity Loop: ENERGY



Google Play (Android)



App Store (iOS/iPhone/iPad)

Target Platforms

Steam

When the playable version of the game is created, the Steam page will open. An example work is available in the image below.

