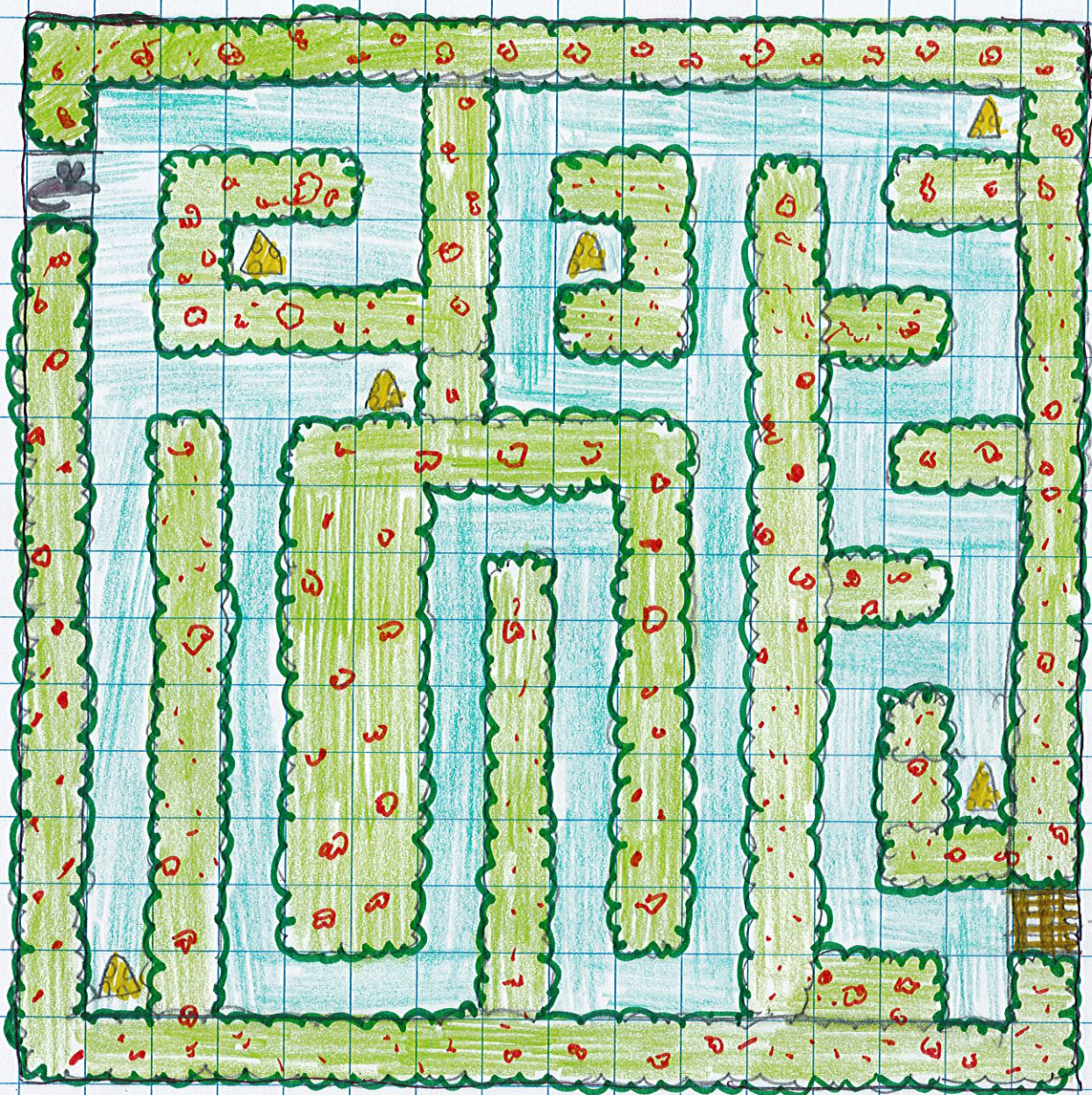


Maze Idea #1: "Into the hedge"

10mm Squares



Player: Mouse

Goal: Reach the end before time runs out!

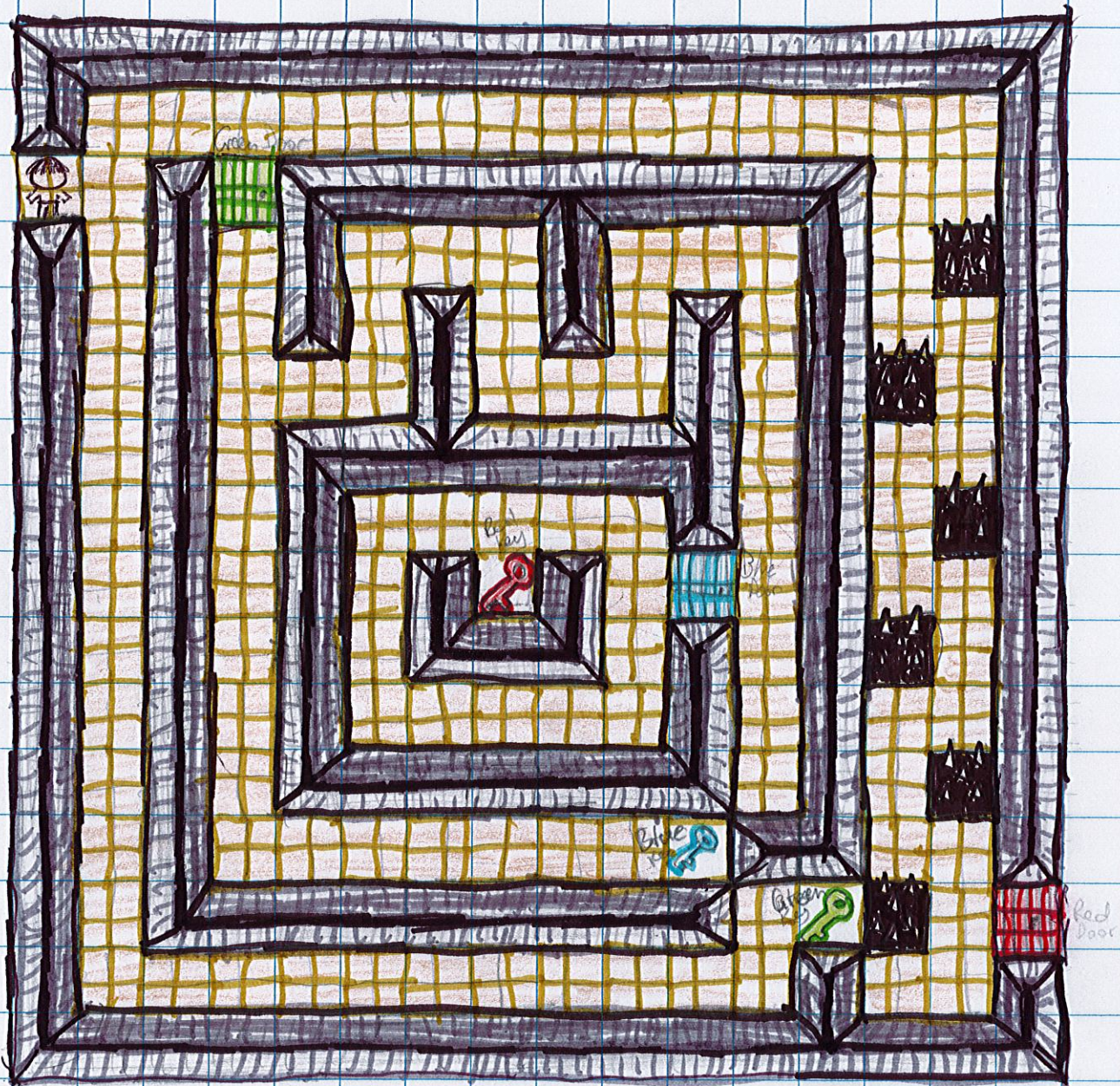
Points: Try to collect as much cheese as you can, but don't run out of time! Each piece of cheese is worth 1 point. Can you exit in time and have 6 points?

* Changed walls, sprites, time limit, theme,

↳ Could also: make multiple levels, make traps, stinky cheese (-1 point), music, title screen, instructions, leaderboard.

Maze Idea #2: "Prison Break"

10mm Squares



Player: Prisoner

Goal: Collect keys to escape the maze!

When you collect a key, the corresponding gate opens.

Find your way to the red gate so you can leave.

* Changed: sprites, walls, theme, removed time limit, added traps, blocked paths,
↳ Could also: add enemies, multiple levels, music, title screen,