



My proposal is a maze game in which the player has to collect a certain dessert in order to progress to the next level. The enemies want to steal that dessert from the player and when they do it restarts the game. I don't know what the player or the enemies are gonna be.

I had another proposal below but it's too complex to do in a week.



I want to make a murder mystery game for my final project. The player has to go around three different levels to find clues to find out who the killer is. (Outside the house where the suspects are, the victim's bedroom, and the basement where the victim's body is.) The player has the option to interview 3 suspects: the deceased's best friend, sister, and his neighbor. Each

character has their own reasons to kill the victim. After the player finds certain clues they have the option to reinterview characters for further information. The player has to do this in a time limit of 5 minutes. At the end of the time limit the player has to choose who they think is the killer. If they choose wrong they'll get fired for guessing wrong. If they choose right, the killer gets locked up in prison. (The above image is the victim's bedroom.)