



PJM6810: Principles of Agile Management
Professor Mimi Wan

Game: Time-Traveling Maze

Group 3

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Game: Time-Traveling Maze

Brief Description of the Game

Time-Traveling Maze is a fun and kid-friendly puzzle game built using MIT's Scratch platform. Designed for young players, the game follows a curious character who travels through different eras—Prehistoric, Medieval, and Futuristic each with its own unique maze full of exciting challenges. The goal is to guide the character through all three time zones by solving puzzles, finding hidden clues, and beating the countdown timer before time runs out.

Each level has a distinct look and feel to help kids learn and explore while playing. In the Prehistoric maze, players encounter cave drawings and giant stones. In the Medieval world, they move through castle walls and torch-lit corridors. Finally, the Futuristic maze is filled with glowing platforms, digital doors, and sci-fi twists. These changes not only keep things visually interesting, but also introduce players to historical and imaginative settings in a playful way.

To keep the game exciting, we've included interactive features like hidden objects, a ticking timer, and smooth transitions between levels. The mazes get a little more challenging as the game progresses, helping children develop problem-solving, focus, and time management skills in a fun and engaging environment.

All the visuals, music, and animations were thoughtfully created to spark curiosity and keep young players engaged from start to finish. The simple controls and clear objectives make it easy for kids to jump right in and start exploring. Whether navigating through ancient stones, medieval castles, or glowing future tech, Time-Traveling Maze keeps the adventure light-hearted, challenging, and fun—perfect for sparking imagination while building useful thinking skills.

Objectives

The primary aim of this game is to offer an experience that goes beyond simple entertainment. While the gameplay keeps users engaged through fun challenges and time-based levels, the deeper goal is to provide meaningful cognitive and exploratory value. The objectives listed below reflect our effort to make the game both enjoyable and impactful for players.

- Encourage critical thinking and problem-solving by presenting increasingly complex maze challenges that require planning, observation, and adaptability.
- Introduce players to a variety of historical and futuristic settings through immersive visuals, clues, and storyline elements, broadening their curiosity and interest in time periods.
- Promote cognitive skill-building by engaging players with spatial reasoning, sequencing, and logic-based puzzles within each era.
- Support soft skills development, including perseverance, patience, and strategic decision-making, especially when navigating obstacles or finding hidden clues.

- Foster a sense of exploration and discovery, motivating players to engage deeply with their environment and uncover era-specific secrets.
- Reinforce time awareness and focus through the use of game timers and level progression, helping players manage pacing and complete tasks under light constraints.
- Deliver an engaging and educational gameplay experience, blending storytelling, visuals, and interactivity in a way that makes learning feel fun and rewarding.

Altogether, these objectives helped shape the game into a thoughtful blend of challenge, creativity, and learning. By layering in opportunities for problem-solving, exploration, and skill-building, the game aspires to leave players not only entertained, but also a little more curious, confident, and inspired with each level they complete.

In summary, Time-Traveling Maze is designed to provide an engaging puzzle experience that blends light strategy, exploration, and educational elements. With varied environments, interactive challenges, and clear objectives, the game offers players an accessible and enjoyable way to develop useful thinking skills while having fun.