The Maze Project.

Imerse in thrilling 3D game created using raycasting .#themaze

Navigate through a challenging 3D maze using raycasting!

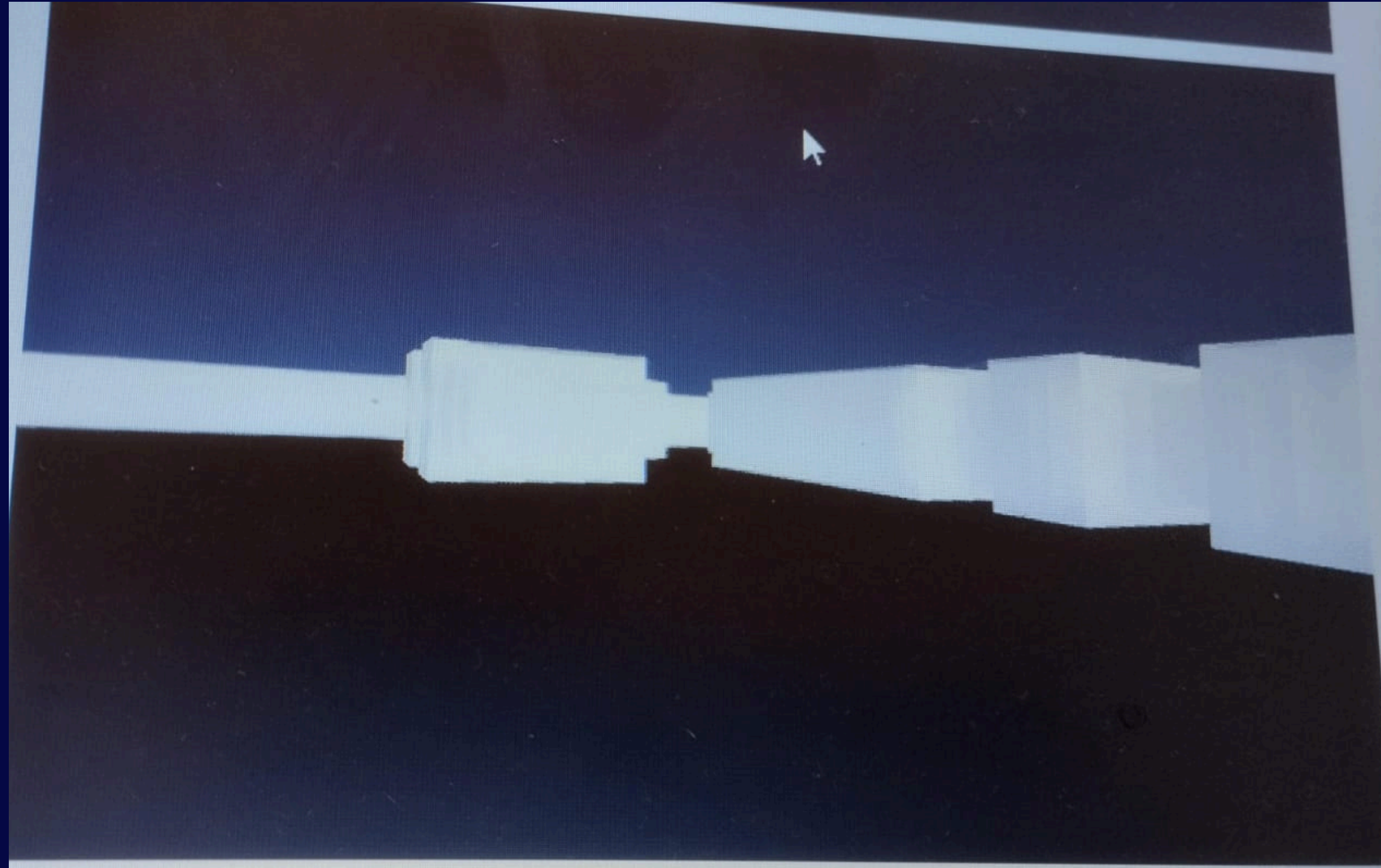# Key Features

Raycasting Engine

"Experience dynamic wall rendering using raycasting techniques.

Interactive Controls

Responsive Controls
- Move smoothly through the maze using intuitive keyboard controls."

About Section

Inspiration

The inspiration for The Maze Project stems from my fascination with mazes and the desire to explore the capabilities of raycasting. As a child, I was always intrigued by the complexity and beauty of mazes, and I often spent hours solving them. This project allowed me to combine that childhood interest with my passion for programming and game development.
Developing this project has been a journey of learning and creativity. From understanding the basics of raycasting to implementing complex game mechanics, each step has been both challenging and rewarding.

My github portfolio project page can be found here :
https://github.com/Bravin6/Bravin6.github.io.git