

1. The feature in question is the software functionality to render a level of our game. The renderer takes the defined layout for the level from a string and then render it for the user.
2. What had to be done: The hardest part of rendering the level was rendering walls & doors differently based on the neighboring walls and/or doors they connect to. Since there are 4 different directions, the total number of cases is raised to the 4<sup>th</sup> power, making it complicated to put into code. Karnaugh maps were used to simplify the cases before writing out the code for them.

