Daniel Meyer

CSE 420-01

Professor Tong Yu

Fall 2018

**Project Abstract: Top-Down Randomized Maze**

Due to unforeseen circumstances regarding other classes as well as work I am proposing a new project to be used for the project requirement for the class. The concepts are similar with a few changes. The first of these changes is to move the camera from a 1st-person point of view to a top-down view of the maze. The second change to be made is to make the maze finite, meaning there will be a set start-point and end-point. The reasons for these changes is I was having troubles manipulating perspective of the camera in relation to the objects and seeing as the subject wouldn’t be covered in the course until over half way through the class I decided to switch the view to a top down perspective. The reason for making the maze finite was it would allow me to focus primarily on working with OpenGL drawing rather than developing a algorithm for placing objects. The result would be my 1st demo (due week 7 per the course syllabus) will be a randomly generated maze in 2D using OpenGL. The final demo (to be shown at the showcase) will be a randomly generated maze in 3D with a top-down perspective.