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**Maze Project Abstract**

For the project for the class I will be creating a Maze demo where the user will move throughout an infinite maze built using prefabricated building blocks assembled along a grid. The maze will be assembled using 1 of 4 types of rooms: a straight walkway with an opening straight ahead, a left turn room with an opening to the left, a right turn room with an opening to the right, and lastly a T-junction room with an opening to the left and right. The user will be given the control to move forward from the center of the current grid position to the next grid position in front of them as well as rotate 90 degrees to either the left or right when at a corner or T junction. User input will be done using the arrow keys. The goal is to show quick assembly of an environment based on user input as the maze will continue to generate based on the direction the user decides to take and will randomly select from the prefabs to place a new tile on the grid.