**Diagram of what the 2D maze could look like:**

**Row**

**Column**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 0 | WS | WS | WS | WS | WS | WS | WS | WS |
| 1 | WS | ES | ES | ES | ES | ES | ES | WS |
| 2 |  |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |  |
| 7 |  |  |  |  |  |  |  |  |

**Legend:**  world Square

Empty Space

If the bool containsSquare is true, the worldSquare texture is drawn which is a green.

If the bool containsSquare is false, the emptySquare texture is drawn which is a blue.

**SCREEN**

**0,224**

**RAM**memory

**0,192**

**RAM**memory

**0,128**

**RAM**memory

**96,0**

**RAM**memory

**128,0**

**RAM**memory

**0,160**

**RAM**memory

**0,96**

**RAM**memory

**0,64**

**RAM**memory

**0,32**

**RAM**memory

**0,0**

**RAM**memory

**32,0**

**RAM**memory

**64,0**

**RAM**memory

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |
|  | WS | WS | WS | WS | WS | WS | WS | WS |
|  | WS | ES | ES | ES | ES | ES | ES | WS |
|  |  |  |  |  |  |  |  |  |
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**0,256**

**RAM**memory

**0,128**

**RAM**memory

**0,64**

**RAM**memory

**0,32**

**RAM**memory

**Legend:**  world Square

Empty Space

playerSquare

1D Array of Evil Squares

|  |  |  |  |
| --- | --- | --- | --- |
| **row**  **col**  **direction**  **alive** | **row**  **col**  **direction**  **alive** | **row**  **col**  **direction**  **alive** | **row**  **col**  **direction**  **alive** |