

COMP 7615 - Assignment 3

Maze

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1 Introduction

This is a simple randomly generated maze. Each maze wall is a 3D cube with a single texture wrapped to make each face different. The Cartman model was provided by ideasman42@gmail.com via Blender free samples. The enemy, Cartman will follow a simple patrol near the exit of the maze.

The controls are as follows:

Keyboard and Mouse:

ESC - Exit

WASD - Movement

Arrow Keys or Mouse - Camera

Plus and Minus (Not Numpad) - Zoom In/Out (implemented like sample)

M - Minimap toggle (Feature)

G - Fog toggle

F - Flashlight toggle

L - Day/Night toggle

C - Clipping toggle

Home - Reset to maze start

R - Generate new maze

XBOX 360 Controller:

Back - Exit

Left Stick - Movement

Right Stick - Camera

Left and Right Triggers - Zoom In/Out (implemented like sample)

Start - Minimap toggle (Feature)

A - Fog toggle

B - Flashlight toggle

X - Day/Night toggle

Y - Clipping toggle

Left Shoulder - Reset to maze start

Right Shoulder - Generate new maze