**No Major update**

**Some tiny updates:**

**Add a new maze generation algorithm**

**Add the timer for the game over**

**Add the passing maze function**

**Add some buttons to control the hardness level and different mazes the player could choose from**

**Project Proposal**

**Project Description:**

**Name:** The Escape

**Description:** The player will have to follow the path and get through the maze.

**Competitive Analysis:**

I saw many similar maze games on the other websites. The largest difference is I am going to generate a 3D maze with the ray casting algorithms so that players could see the 3D view.

**Structural Plan:**

I have already finished my 3D part and I am planning to do the maze generation next week.

The maze will be used to generate a 2D map for the player, and then Ray casting algorithms would be used to turn the 2D map into a 3D one.

**Timeline Plan:**

I have already finished the ray casting part, and I will be finishing the maze generation several days in the future.

**Version Control Plan:**

I saved TP0 and TP1 files in my google doc and will edit it in a newly copied file for TP2, just in case, I made some mistakes that I don’t know how to fix.

**Module List:**

Till now, I am not planning to use any outside modules. When finishing the basic algorithms, I might consider using numpy to put some pictures into my TP.