DTT Maze Generator MoSCoW V2

Must have:

Generate a maze using the Randomized depth-first search algorithm.

Generation has visual representation.

Setting the width of the maze through an UI.

Setting the height of the maze through an UI.

Maze generator is capable of generating an uneven sized maze.

Starting the generation in the UI.

Generate the maze at any time (example: while generation is still happening).

Being able to see the entire maze.

A maximum maze size of 250.

A minimum maze size of 10.

UI looks good on resolution 1920x1080, 2048x1536 and 2436x1125.

Cannot heavily drop in frames.

Should have:

Step by step generation.

Generation with the use of the Hunt and Kill algorithm.

Documented code.

Even further optimization.

Could have:

Choose a starting position.

Would have:

Maze can generate in AR space (would be very amazing actually)