Process work

Game idea: Maze game, move throughout a maze using a certain shape, start at one end and travel along a path to the other side. Include collision along walls.

My task is map generation and hopefully collision.

Id like to do procedurally generated but that might be difficult.

After looking at some algorithms on YouTube the code does seem too hard in this amount of time.

Ive concluded im just going to make my own map.

I am going to start just making a simple square then have a function that I can call to make more of them maybe?

The code for that is created. I'm going to copy the code into a up down left right function and then make a maze using those 4 directions and a start and end goal.

Param has made a start and end detection with completes me path code.

Ive ran out of time to do collision, had to help everyone with git.