

Project Title

3D Maze Explorer – OpenGL Mini Game

Project Goal

Build a simple 3D maze in C++/OpenGL where the player walks inside the maze using an FPS camera, with:

- Custom vertex & fragment shaders
- Proper 3D transformations (model, view, projection)
- Perspective viewing using a camera / LookAt
- Phong (or Blinn-Phong) lighting with ambient, diffuse, specular
- Textures for walls/floor (at least 2 textures)

