1. Proof of concept – maze pieces were done in Blender. Challenge was material and texture – none of us were knowledgeable in Blender.

Changed to use Unity primitives.

1. Originally, the plan was to set the range for the size of the maze to be between 20 and 30.

Observe as the environment got more complex, performance degraded after a maze of 20 x 20, specifically with WebGL.

Changed to min 10x10 to a max of 20x20

1. Originally the intent was to have separate entrance and exits.

It was easy to program the entrance but since the maze is procedural, programming the exit would be a bit of a challenge.

We changed the storyline to where everything in the maze is trapped with the maze, like a time bubble and not permitted to exit.

We included a ‘force-field’ that would be triggered when the player enters the maze, preventing him from exiting unless he acquires the key

1. Originally planned to be a first person.

Added 3rd person as an alternative

1. A
2. A