

<b>Working on the Maze</b>	2	21/12/2022
<b>Adding buttons</b>	1	29/12/2022
<b>Extra feature buttons</b>	3	29/12/2022
<b>Ui width and height in playmode accesable</b>	5	01/01/2023
<b>Making the maze unevenly generated</b>	6	09/01/2023
<b>Camera control</b>	30 minutes	09/01//2023
<b>impact on performance change</b>	5	01/10/2023

Started to make the maze generation in unity.

I needed to make buttons to control the generation of the maze.

Making buttons to generate slow and fast mazes as well as clearing the field

making the UI width and height changeable in play mode to generate a new size

I want to make the maze unevenly generated to make more possible mazes

simple camera controller so I can zoom in and out on the maze to see the full maze

controlling the performance issues of the fps to make it more smooth