SuperMaze

User Guide

What is SuperMaze?

SuperMaze is a script that you can attach to any GameObject that generates a random maze when the game begins. All you have to do is set the parameters of the script, such as the size of the maze and the thickness of the walls, and the geometry will be automatically generated.

How to use SuperMaze

1. Create an empty GameObject and place it anywhere in the scene. (note: the generated maze will be a child of this GameObject. Move the GameObject around to move the maze).
2. Add the MazeGenerator script to the GameObject.
3. Set the parameters of the MazeGenerator script.
   a. Cells Wide - how many cells across the maze is.
   b. Cells Deep - how many cells deep the maze is.
   c. Cell Size - how wide and deep each cell is.
   d. Wall Thickness - the thickness of the walls that separate cells. Must be less than Cell Size.
   e. Wall Height - how tall the walls will be.
   f. Floor On - check this box if you want your maze to have a floor.
   g. Ceiling On - check this box if you want your maze to have a ceiling.
   h. Wall Material - material you want to be applied to walls.
   i. Floor Material - material you want to be applied to the floor.
   j. Ceiling Material - material you want to be applied to the ceiling.
   k. Texture Scale - controls how much the materials are scaled.
4. Hit play to test out your maze!

Notes

- The total width of your maze will be Cells Wide * Cell Size.
- The total depth of your maze will be Cells Deep * Cell Size.