

Subject	Amount of hours	Date	Description	Bonus
Preliminary research on the subject	1	23/12/2022	Read trough the wikipedia, the user stories and other articles	
Reseach on the subject	3	24/12/2022	Read trough implementation guides, watch various tutorials, determine what algorithm to implement	
mplement generation	5	02/01/2023	Implement depth-first search algorithm	
/isualize maze	2	02/01/2023	Implement the maze vizualization as a piece of geometry	
Refactoring	1	02/01/2023	Uncouple the maze generation from the visualization and package the code better	
Fix problem with non-square sizes	1	02/01/2023	I had a index out of bounds problem, with non-sqaure sizes, I mixed up the x and y coordinates in one place	
Refactoring	1	02/01/2023	Include comments	
Add UI	1	02/01/2023	Add UI elements to Regen maze and set the witdh and height	
Attempt to separate mesh into multiple meshes	2	02/01/2023	I am running into a problem at bigger widths and heights, where my mesh has too many triangles, I have to split the mesh into multiple meshes	
Refactoring	2	08/01/2023	Clean the code and decouple the vizualizer	
mplement a diferent vizualizer	2	08/01/2023	Implement a vizualizer that shows the maze as a collection of quad game objects under one parent object	
Total amount of hours	21			ı