

# The Maze

**Hrannar Þórarinnsson**  
**Magnús Snær Ríkarðsson**  
**Stefán Már Helgason**

Our final project in the course Manufacturing processes (VÉL403G) at the University of Iceland was a large Maze game. We were came up with the idea from memories of playing „The BRIO labyrinth“ when we were younger and we wanted to make our version of the idea. We wanted to give the game a new purpose, and that was to make the game for two players and make them work together in order to win the game. That makes this game perfect to boost the team morale after a long day of working on projects. We were all very happy with our final design which can be seen on the right. The main goal of the project was to make large scale CNC milling as well as molding and casting to create the design. The material used was wood. We used molding and casting to create the ball used in the labyrinth. We would use wax for the for the mold and epoxy resin for the casting. The main CAD software that we used in the design was Fusion 360. Stefán oversaw documenting the process on the team’s website, Hrannar oversaw the designs and Magnús oversaw making a visual interpretation of the process as well as a presentation.



*Mynd 1: The maze*



*Mynd 2: The balls were supposed to be similar to these*