



MAZE

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Artist Statement

Maze is an art game which expresses the relationship between "regularity" and "disorder".

The traffic lights in the cross are the ordered brought by regularity.

The people generating continually and randomly in the maze presents a state of disorder.

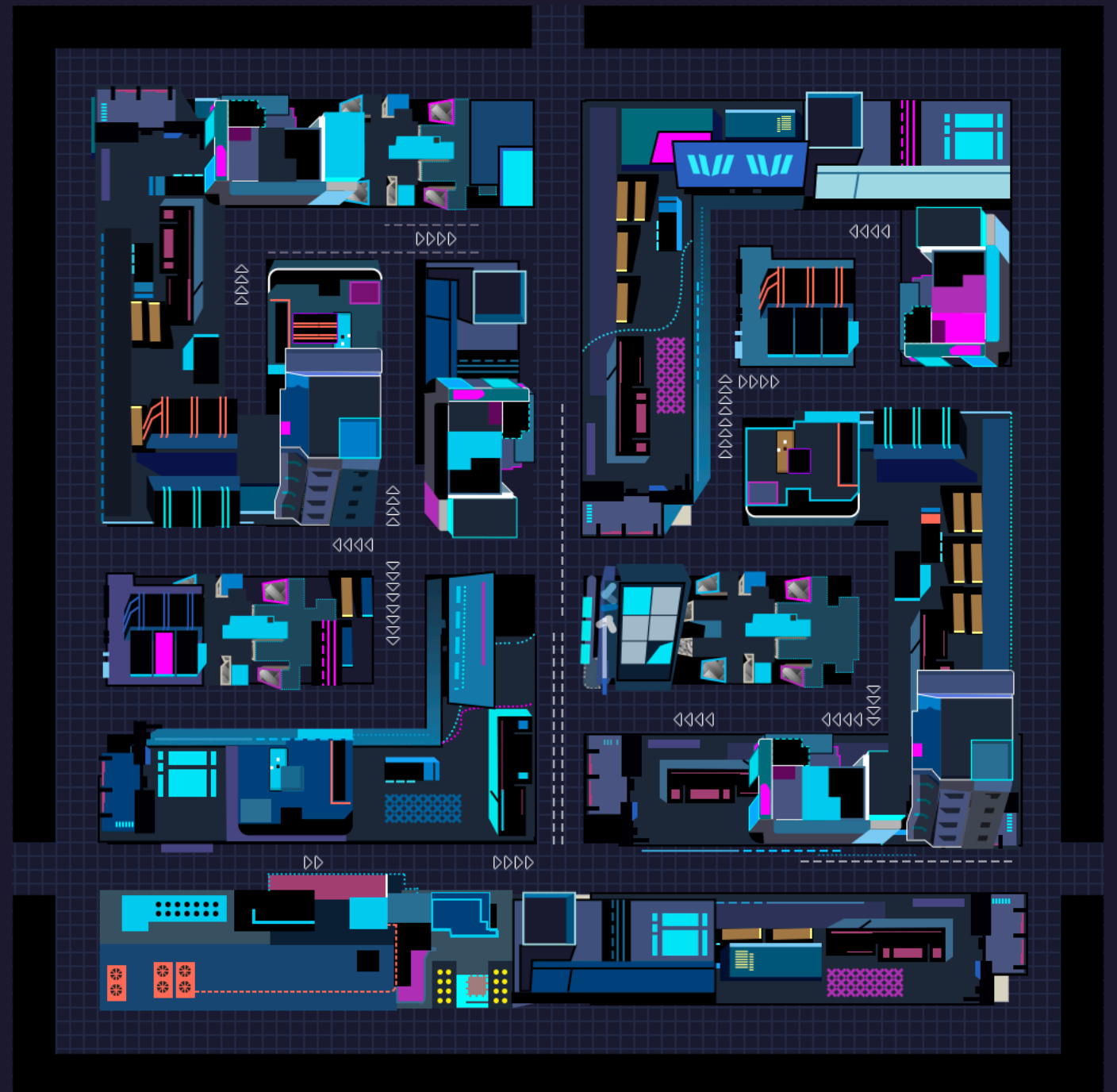
The flow which is the relationship between the speed of people escaping maze and the time is the instant reflection of the system's regularities change.

The audience can interact with maze by reorganizing the regularities in the system.

Although the audience's change of regularities is random and disordered, it also will generate a new order in the maze.

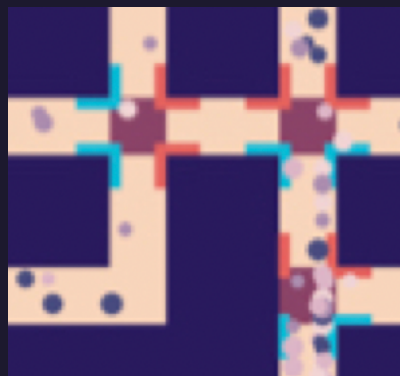
Redesign

Maze Map



Redesign

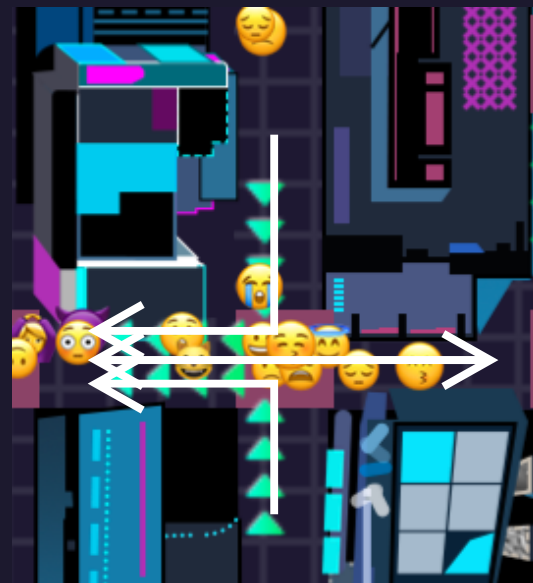
Traffic lights& agents



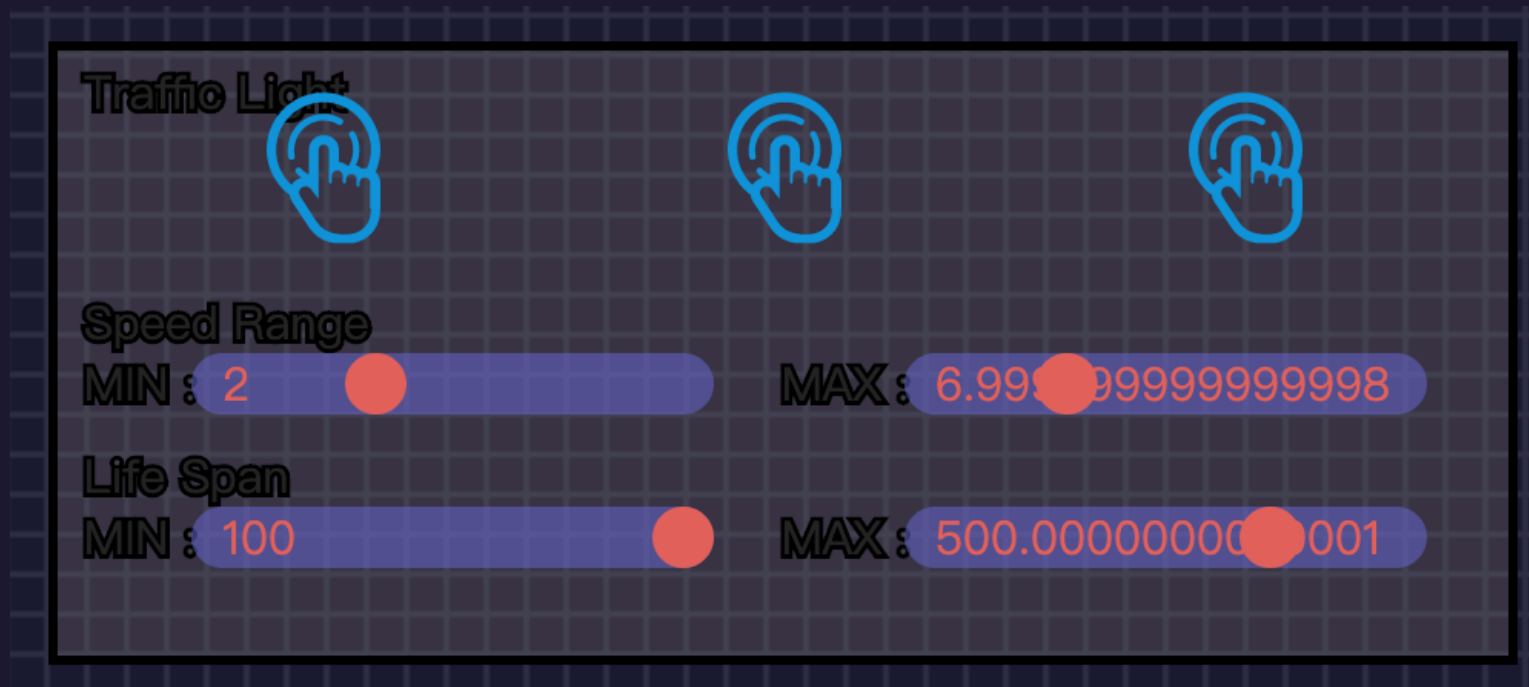
Traffic- Show the **rules**
Agent- Ellipse

Traffic- Show the **direction**
Agent- Emoji

Traffic Rules

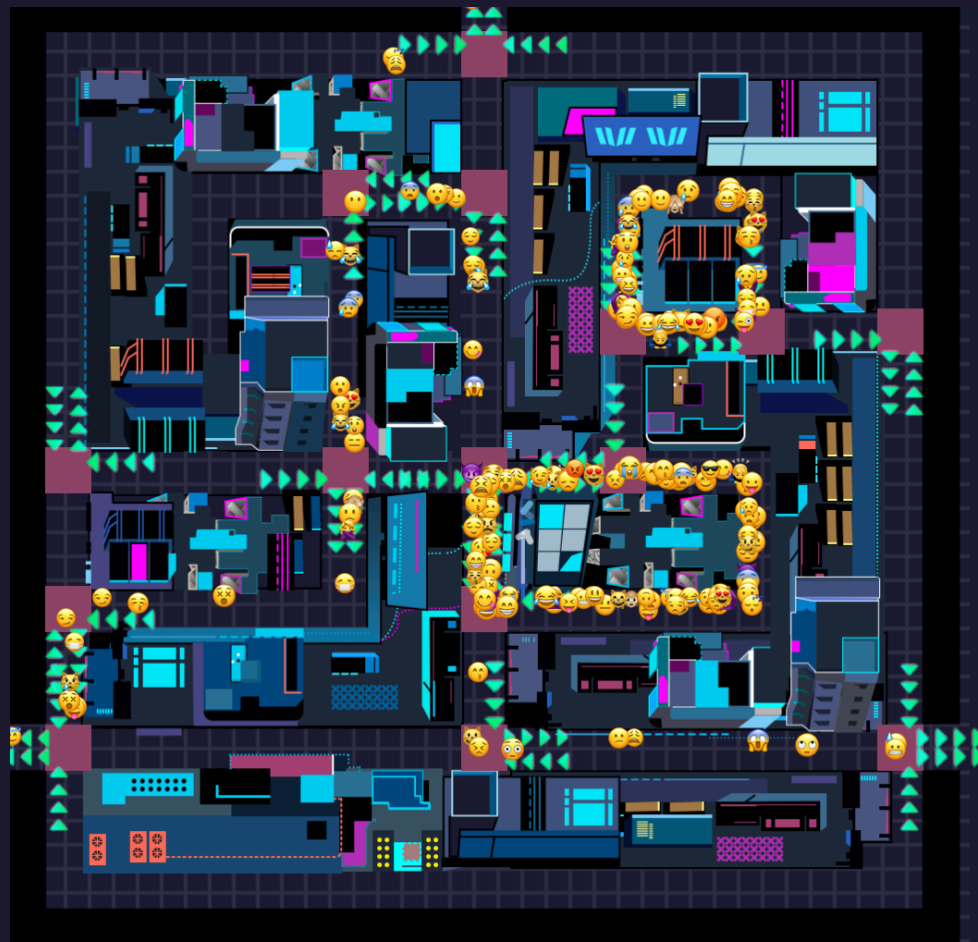


Changes

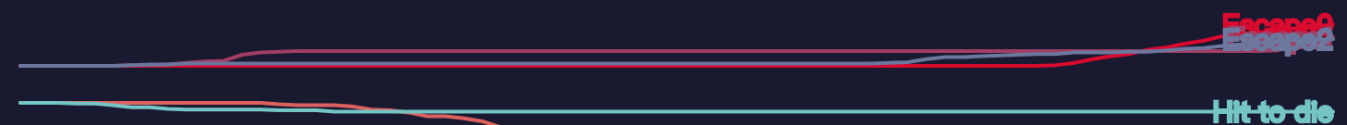


- Optimize the generation of agents to reduce the costs
- Set the GUI to let the audience decide the minimum and maximum of amount, lifespan and speed.
- The numbers of death of agents was calculated
- Be able to handle many many 'agents'.
- The number of agents and the maze setup should be parametric

Finished work



- Display: <https://editor.p5js.org/liuyuran/present/gHTACwLev>
- Research keywords: game, regularity, disorder, SIM, p5.js



Old to die

Traffic Light



Speed Range

MIN : 3.409999999 999997 MAX : 10.73999999999 98

Life Span

MIN : 100 MAX : 500.0000000 001