

Background Music:

We implemented background music to play during the course of the maze. This makes playing of the maze more enjoyable as well as suspenseful. This was easier than expected to implement. This only affects the PlayActivity.

Sky Gradient Coloration:

The sky was made into a gradient of red and black to give an eerier look to it. This took some research into the creation of shaders and gradients in android and java. This affected the panel and the firstpersondrawer.

Ground Tile Implementation:

The ground as a tile repeat as to give the effect of walking on dirt. This took some research into the topic of tiles. This affected the panel and the firstpersondrawer.

The implementation of these three together allows for a more well-rounded and immersive gaming environment.