**Programming Project Report**

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**Problem Statement:**

The goal of this assignment was to understand how to do texture mapping. Normal inputs for the program are upper and lower case XYZ to move the maze and player around. The output of the program was the movement of the maze and player. Error handling was not implemented.

**Design:**

* Describe the design decisions you made.
* What data structures did you use?
* What algorithms did you use?
* What were pros/cons of choices above?
* This section should be 1-2 paragraphs long.

**Implementation:**

* Describe your implementation process.
* What sample code did you start with?
* How did you extend or adapt this code?
* What was your development timeline?
* This section should be 1-2 paragraphs long.

**Testing:**

* Describe how you tested your program.
* What were the normal inputs you used?
* What were the special cases you tested?
* Did everything work as expected?
* Include sample input/output from your program.

**Conclusions:**

* Describe the overall result of the assignment.
* Was the programming project a success?
* What would you do same or differently next time?
* How long did the project take to complete?
* This section should be 1-2 paragraphs long.