

Maze Game:

1. Random Mazes

There is a huge variety of maze types, but fundamentally they always boil down to the same thing. A maze is a collection of areas linked together such that you can start anywhere and from there be able to visit every other area. The shape and layout of these areas and how exactly they are connected defines the character of the maze.

2. Game Flow

If we were to make a game, we would first have to generate a maze and then spawn a player avatar that can navigate that maze. Then whenever a new game is started, we have to destroy the current maze, generate a new one, and place the avatar in it again. Let's create a game manager to take care of this.

Create a new project and place a default directional light somewhere out of the way for some basic lighting. Then add a new **Game Manager C#** script. Let's arrange the assets by type, so put it in a new *Scripts* folder. Then create a new empty game object named *Game Manager* and add our new script component to it.