Connor DeGeorge and Jared Anderson

Remaining goals:

- Player will make their way through procedurally generated maze
- On completion, regenerate map and place at start
- Levels of increasing difficulty maps
- Elevation to make players jump, climb, and fall
- Time limit to complete the level
- On fail, player is sent back to level one
- Boundaries to keep players within the play area

Completed goals:

- First person