## Connor DeGeorge and Jared Anderson

In this third iteration, we finished placing the walls of the maze that the player will go through, sent the player back to the start of the maze if the timer reaches 0, and started to configure camera controls so that it cannot be flipped upside down. In the next iteration we will finish the camera controls and give the camera a bounding box so it will not be able to go through our walls. Once these tasks are completed, our project will be complete.