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

In this first iteration, we implemented a first person perspective in which the player can move around the map. The player remains a fixed height above the ground at all times. At the current time, there is a single boundary, but the player is able to pass through it.