Connor DeGeorge and Jared Anderson

* 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.