

Building World's Final Project

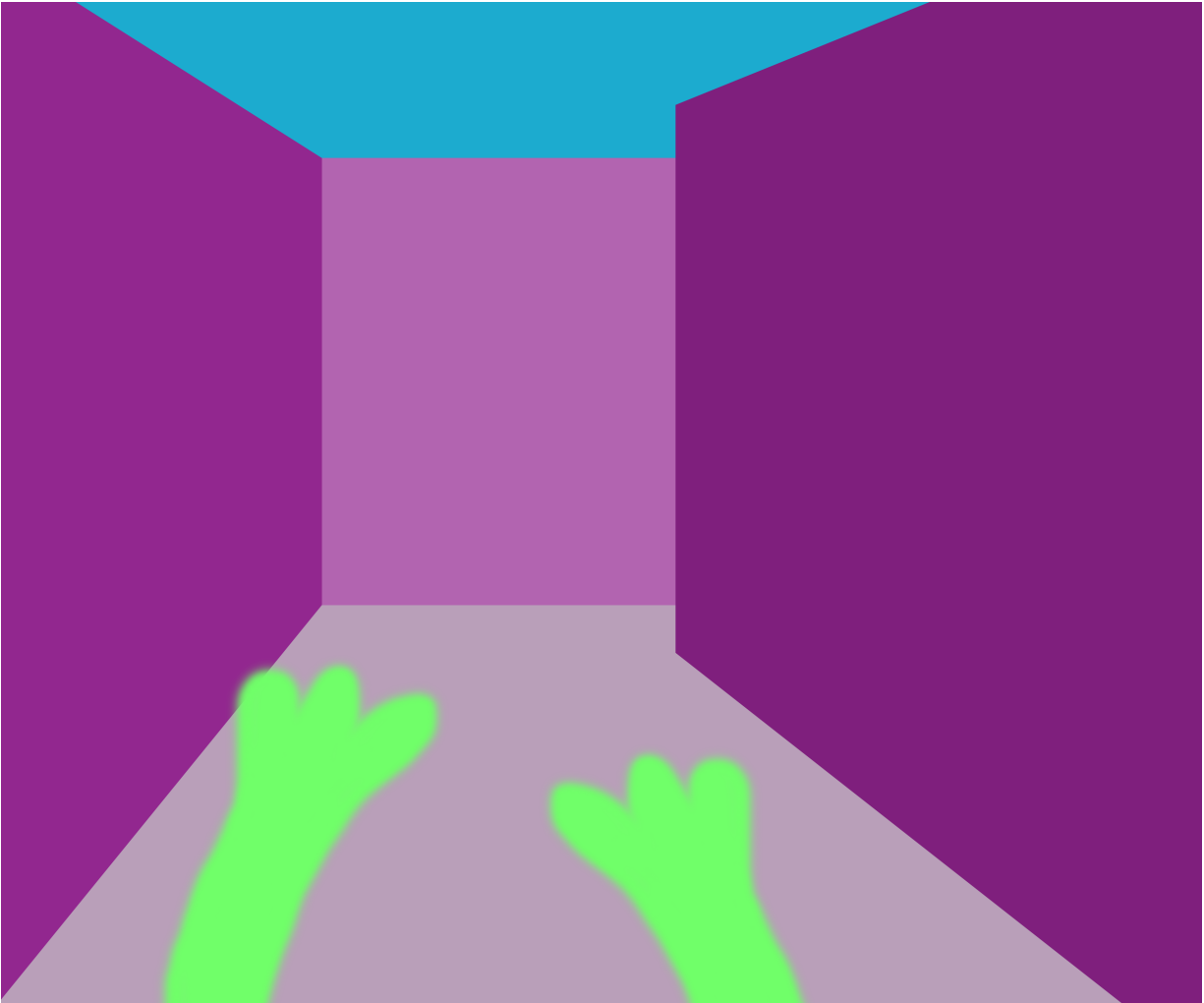
by: Desiree Benko

A. What is it, what it will be?

A Maze!

- Navigate through the maze (maze is different every time you play)
- Fight some monsters
- Find the treasure (in a different location every time)

Maze:



Treasure:



B. What will I need to figure out how to do?

- How to build triggers
- How to code a battle sequence
- How to generate a random maze that works every time (maybe build 4 versions and have a random selection each time)

C. Relate to readings

This relates to the 10print reading as it is a procedurally generated maze, and to the Coffeehouse Conversation which talks about computer vision and AI's (I think I will need these concepts in my construction process).