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Artistic Statement: Maze Generator Dungeon

The medium I chose to work with for this final project was a 2D game using the Unity game engine. Utilizing both maze generation algorithms and random walk algorithms, I attempted to create a top-down dungeon crawler in randomly generated mazes. I initially had this idea during the maze generator lecture in the creative coding classroom. As soon as we began learning about these algorithms, I wanted to incorporate them into a game. While my full artistic vision was not realized in this final product, the foundation for the game I really want to make is there. I faced a lot of challenges while working on this project, but I am not discouraged from continuing my efforts with the game in the future.