

Maze Generator Dungeon: Postmortem

When I began my project, I felt very ambitious and wanted to try making a fully realized (small scale) game utilizing randomized maze generation, but I had failed to account for my lack of experience with Unity. I initially worked on a 3D representation of my maze generation, which worked well until the mazes I created were scaled up to act as large playable areas. My overall inexperience making 3D games with Unity made the process very difficult and at times, frustrating, which led me to restart the process using Unity's 2D engine. My biggest regret with this project is that I did not start with Unity's 2D engine in the first place. It presented less of a learning curve for myself since I have previous experience with Phaser, and it allowed me to at least make some progress towards my initial goal of making a playable maze generator. I wish I could have presented a better representation of my own work, but I feel that what I have presented so far still acts as a decent proof of concept. While this project isn't completely polished and finished, I fully intend to continue working on it and seeing where it takes me.