Controls for the Unity Project

Playing the Unity scene will show 4 GUI buttons corresponding to each of the states.

Geometry Generation

A GUI button will appear on game entry which says 'Generate Geometry'. Use the sliders to alter the dimensions of the shapes.

Terrain Generation

A GUI button will appear on game entry which says 'Generate Terrain'.

Maze Generation

A GUI button will appear on game entry which says 'Generate Maze'.

- Space Bar used to regenerate maze.

Pathfinding

Pathfinding requires gizmos to be visible in the game window. A GUI button will appear on game entry which says 'Generate Pathfinding'. The path will only be recalculated if the green and blue cubes are on nodes which are not obstructed.

- Arrow keys used to control the start position (green cube).
- WASD keys used to control the target position (blue cube).
- Space Bar used to regenerate the maze.