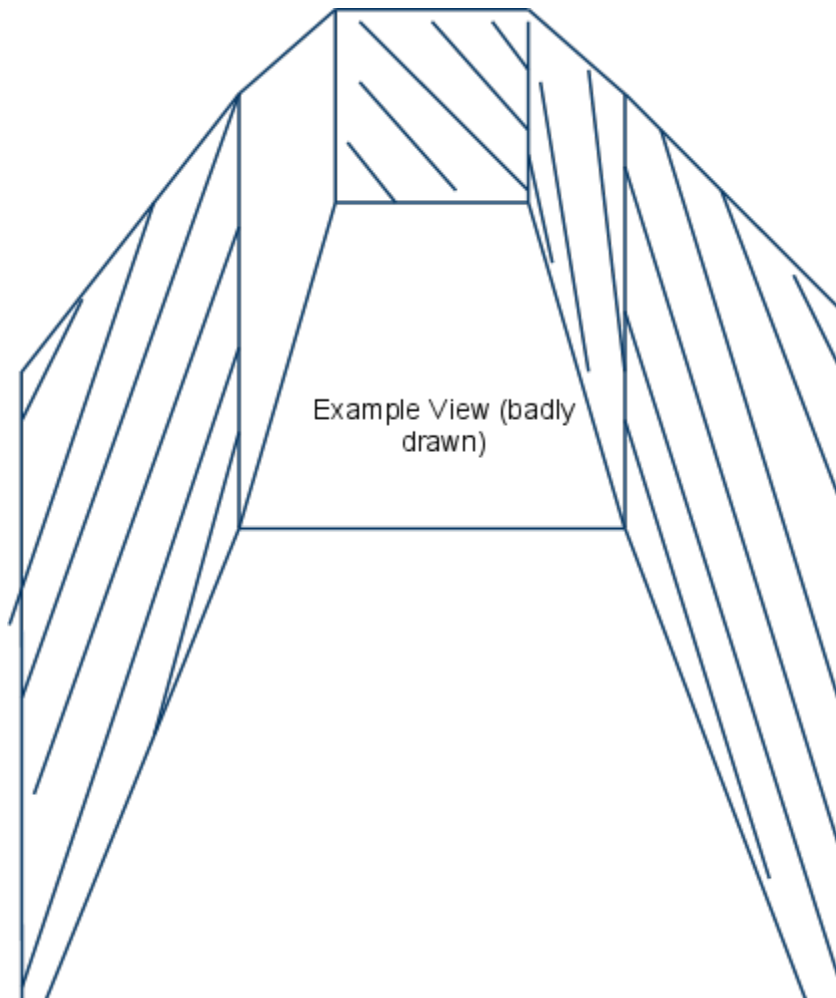


### 3D Maze Game Specification

The game will be in first person view (though perhaps third if we have enough time to add a character model). The player will possibly see three walls in front of them, one on the left, one on the right, and one in the middle. One or more of these walls can be missing, indicating a possible route of travel. The goal of the game is to navigate through a maze of these walls. There will be cake at the end.

The maze will be laid out on a grid, with the grid lines being possible spots for walls. Each grid tile will store whether its north and/or west line is a wall, while being able to report if its south and east lines are walls as well (though that is not stored in that tile's memory). This is to keep from having a tile report a wall that the adjacent tile does not report, and to lower memory requirements. No tile reachable from the starting spot should have 4 walls, which will need to be insured if the maze is auto-generated.



If the 3D is not working, the game will be in 2D. The view will be top down, with a “fog of war”

effect limiting vision to line of sight and a maximum number of tiles. This fog of war could be blank, filled, or “shaded”.

