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CSE 5541 Computer Animation

Lab 2

Read Me

This scene creates a random maze and creates a game object from meshes in a script. The game object can move throughout the maze.

The game object will move relative to the camera, meaning it will move up, down, left, right, relative to the view point of the user rather than relative to the maze itself.

The game object will rotate on 90 to 180 degree increments to face the direction of movement that is inputted.

The game object will move left and rotate itself to face left (the negative x-direction) by pressing ‘A’.

The game object will move up and rotate itself to face up (the positive z-direction) by pressing ‘W’.

The game object will move right and rotate itself to face right (the positive x-direction) by pressing ‘D’.

The game object will move down and rotate itself to face down (the negative z-direction) by pressing ‘S’.

Furthermore, the maze and the object will continuously rotate around the y-axis in the clockwise direction by pressing ‘0’ and will stop rotating when pressing the ‘0’ key again. The game object will stay in the same position relative to the maze when they both rotate.

Finally, I could not find a way to avoid collisions, so the game does not have to follow the maze, so feel free to cheat if you want to.