README for Random Maze

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- Scene is created automatically, and the scene is different each time the program is ran.
- The entire scene rotates and the model within the scene remains in the same position relative to the maze. Hit "1" will rotate the maze clockwise, "0" rotate anti-clockwise.
- The model (arrow) is constructed using a Mesh in a script.
- The arrow's motion is affected based on the scene and arrow can rotate on its own axis. Gamer can control the arrow object by "W / Up" (forward), "A / Left" (left), "S / Down" (backward), and "D / Right" (right). The arrow will rotate towards the direction it goes.
- The numbers of the cube could be changed under maze inspector – Maze Manager (Script) – Maze Row and Maze Col.
- The shape of the mesh (default as an arrow) could be changed under MeshArrow inspector – Build Mesh (Script).
- Gamer can use "C" to switch perspective. The camera will follow the arrow you control.
- When the gamer controls the arrow to the green cube at the exit, a page shows "YOU WIN!" will pop up and the arrow can only rotate but no longer move.