The aim of 'Maze Craze' is to find your way to freedom (the house at the end) through the maze and survive against the obstacles which are mentioned and explained in the game document. The maze was made out of cubes through ProBuilder and the measurements were adjusted accordingly, once that was completed the house was built at the end of the maze. Inside the house I added furniture to make the 'freedom' aspect of it more appealing. With the texture on the maze I adjusted the tilling and offset measurements to create the anticipated effect. In the clear spaces of the maze I decided to add trees, hills and a pond to create that forest effect that was desired. After that, I went through the paint section and painted over the hills with a combination of stone and grass textures. Fire posts were added to indicate where the start and end were, as seen in screenshots. The last step in the production of 'Maze Craze' was to move the FPS Controller to the start where I want the player to begin. The unit itself was undoubtedly a challenge however the practical sheets and YouTube tutorials were a big help, one of the biggest struggles I encountered was unity constantly crashing on the laptop however, other than that everything was manageable with constant repetition.
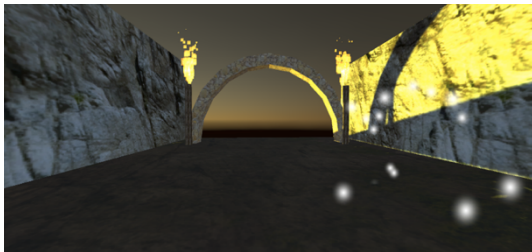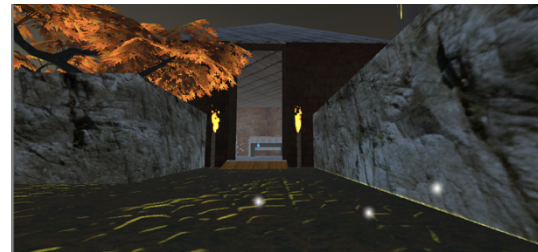
Birds eye view of terrain:
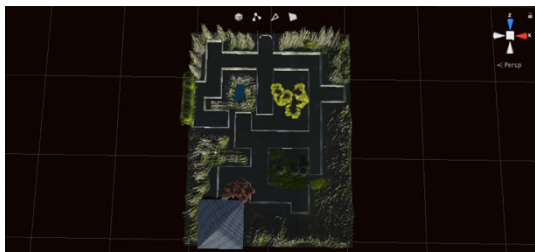
Pond (Birds eye view):

Start of game:

End of game:

Inside house:

Trees: