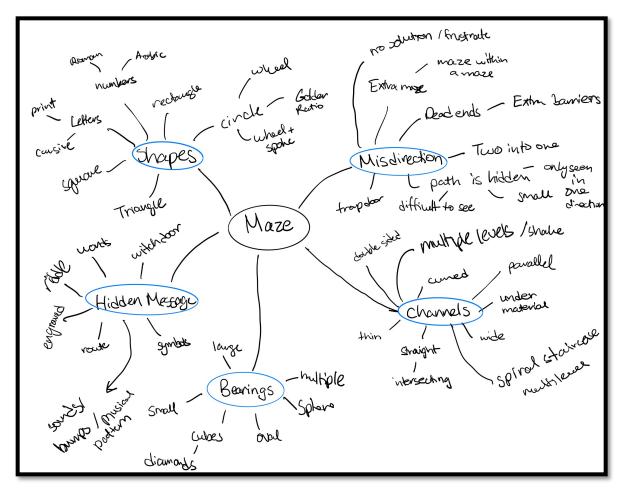
# Maze Assignment

OMAR ELSEWIFY

SEPTEMBER 29TH

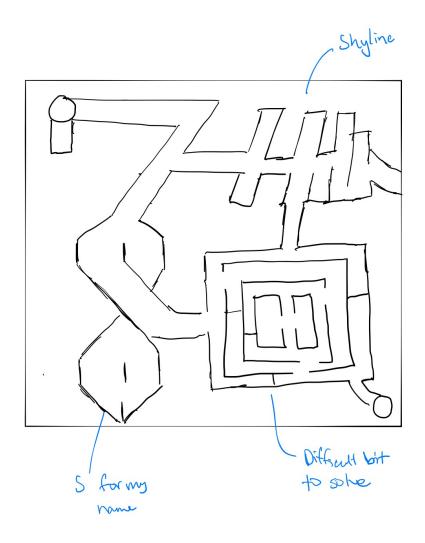
## MY THOUGHT PROCESS



#### **Process of Design Development:**

- 1. 10-minute **mind map** construction
- Sketched an initial maze to experiment with maze building
- Took inspiration from Coaching session and learnt maze building
- 4. Flared out as much as I could and tried to jump from one thought to another
- Took each flared maze item and flared a bit more
- **6. Focused in** a bit more on the designs I liked
- 7. Designed a final concept which brought together what I enjoyed

## First Concept Maze



# What I liked:

- The organization in the inner maxe
- The misdirection
- Paths which resemble shapes

# What could be improved:

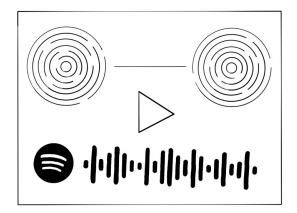
- \_ Lach of organisation
- \_ Too many ideas into one
- Unclear what the purpose is
- Too much empty space

#### Personalized Spotify Concept

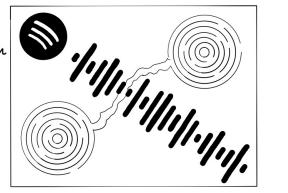
Could be very hard to create in CAD software

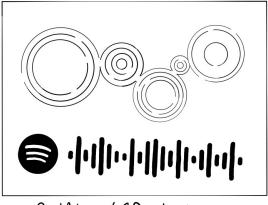


Face with play button nose

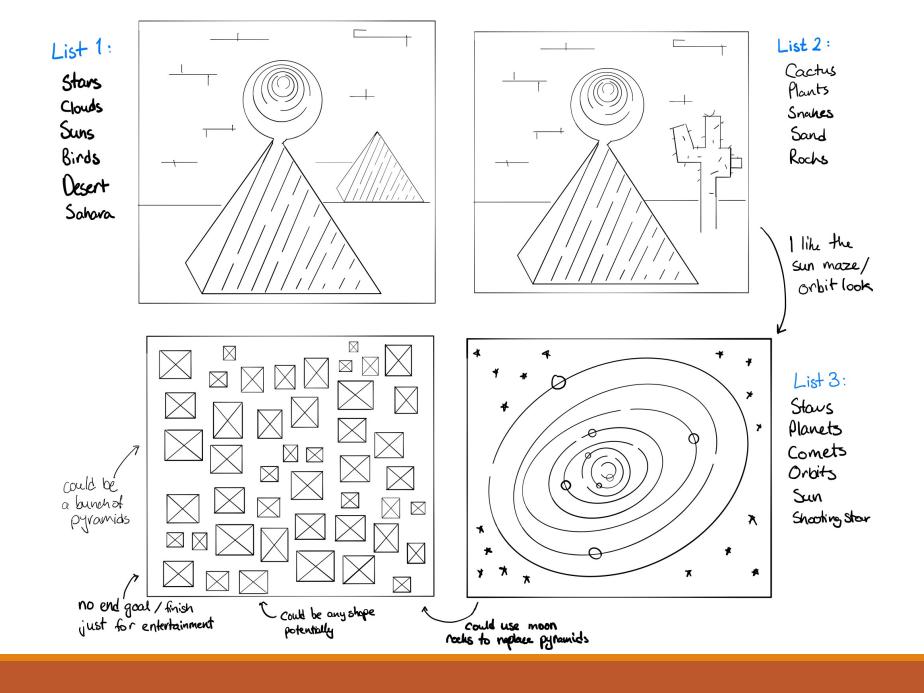


More of a design look with the maze being the asthetic aspect





Bubbles/CD look

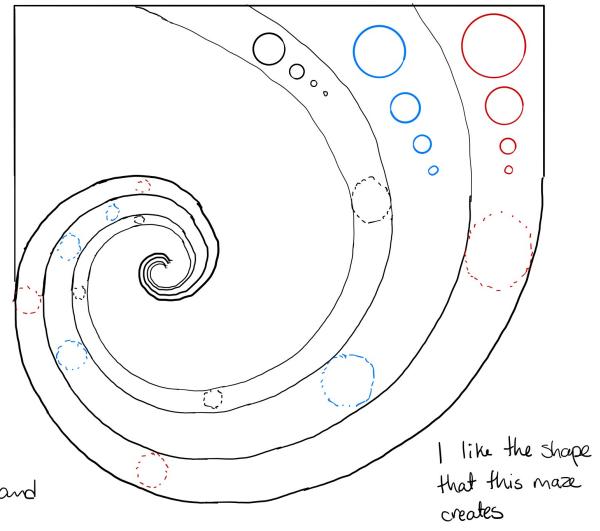


#### Golden Ratio Concept

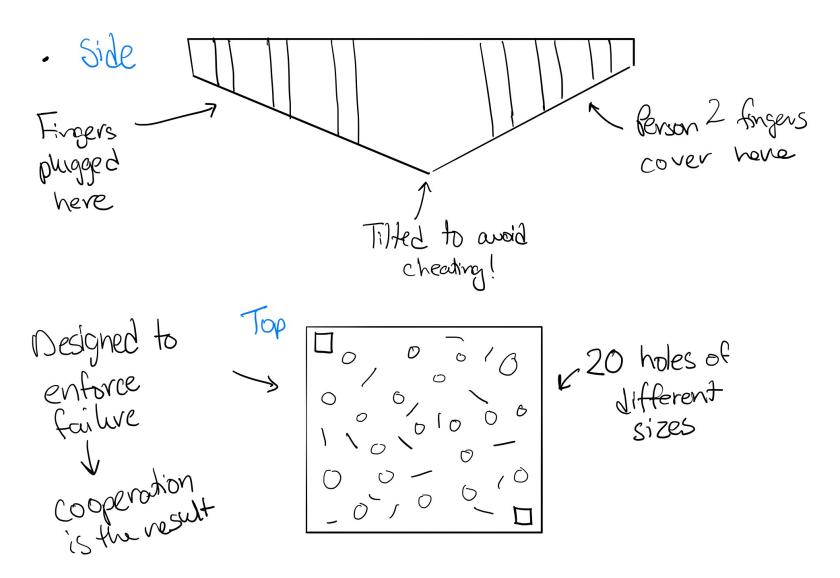
Multiple balls get stuch at different points

No goal, design just to see what would happen

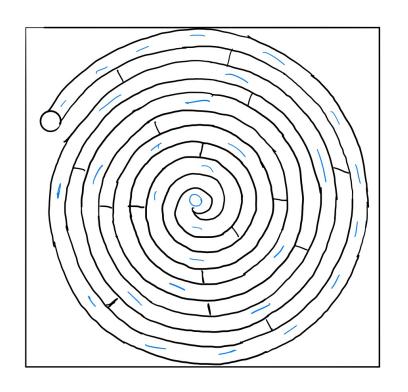
- Could be very hard to CAD and code



### Two Person Maze Concept



## Self Solving Maze



Solution is hidden in plain sight

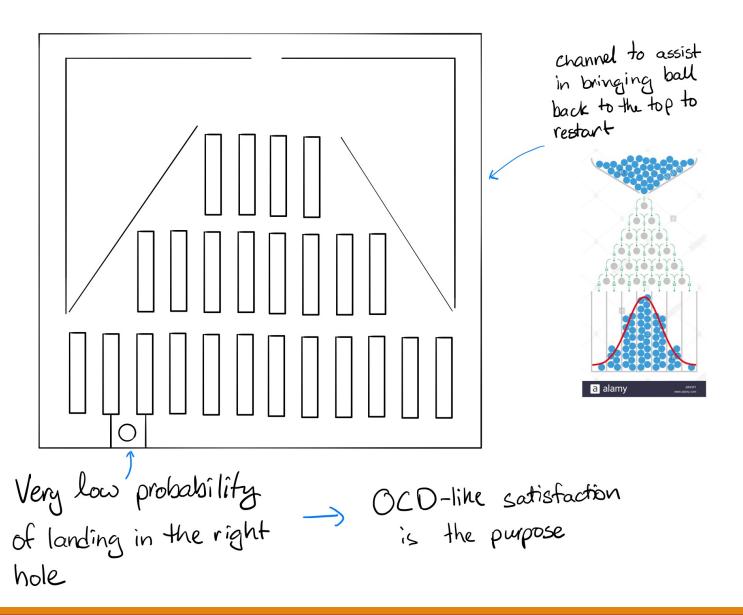
# Parking garage inspiration





lie the maze down and ball boaring will do the work for you

#### Normal distribution maze/ Galton Board



Donation wishing well

