The application should present the user with a randomized 3D maze. The controls for the game should be intuitive, requiring little or no instruction to users who have played any type of 3D game on a computer before. The maze should have some kind of end condition, like finding various objects hidden within it. The maze should be easily repeatable and customizable, with the customization made possible with at least some kind of configuration file. The program should not encounter any errors caused on its own accord. In the event that there is an error, fatal or otherwise, due to an issue outside the scope of the application, the error should *never* affect the running of a new instance of the application (if the application is closed and reopened, it should work regardless of what happened in the previous session).

**Anything to add?**