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The Fantastic Mouse Maze

For our project we have set out to create a maze in which the user will move a mouse throughout a maze in search of the exit. In its current state, our project renders a texture mapped background (cheese of course), a maze game board, and a mouse as the player. The user can use the keys “I, K, J, L” for *up, down, left,* and *right* respectively within the maze. For testing purposes, we have left in the keybinds on numbers 1-6 to rotate every object within the scene, and keys “W, A, S, D” translate every object within the scene.

Our next goals are to create a 3D rendition of the maze, and possibly make different maze versions that the user will be able to select. Additionally, if we are able to figure out collision detection, that is something we would like to implement.