LAB 3
MAZE TILINGS

What is a Maze?

For this you will work in pairs and create a game. Yes a game! We will expand the definition of what it means to be a *"maze"* (aka the maze of pipes above. Can you jump from pipe to pipe? Your maze must be 3D. It must have a unique game mechanic (e.g., falling, climbing, and jumping). It must be procedurally generated using tiles and the tiling framework. Tiles should have some complexity and can be hand-crafted or generated. Develop and apply some metrics on your maze. Search for a set of mazes using your algorithms that are the most "fun". Other options / features:

- Keep a High Score?
- Transitioning to another team's mazes.
- Seamlessly transitioning to another team's mazes.
- More game mechanics: resources, enemies ...
- Lock and key mechanics
- Procedurally added lock and key mechanics

You will demo this in class and hopefully others will play in class. You will also write up a report / research paper on your 1) process; 2) failed attempts and corrections; and 3) final results; 4) Future possible extensions.

Department of
Computer Science and Engineering