

# 3d Maze

6.111 Final Project

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## **Abstract**

The goal of this project is to implement a two-person 3D maze game. Each of the two players will own half of the video screen and control their own character. The characters will be placed at dispersed locations throughout the maze and it is the job of the players to navigate their characters towards specified goals.

The exact goals that the players must achieve have not been completely decided yet. One possibility could be to collect items distributed throughout the maze: whoever collects the most items wins. Another option could be to find the maze exit: whoever reaches the exit first wins. And yet a third option might be for a player to somehow “kill” the other character.

Laplie will be working mainly on rendering the 3D views into the environment and efficiently displaying the environment on the screen while Mihalis will be focused more on character controls and keeping track of the “state” of the various maze objects.