Checklist

MiniMap - Shows the location of the player on the map. In cheat mode, shows the walls too
  ➔ Flipping the designated switch turns the map on/off
  ➔ The player icon corresponds to where the player is on the screen
  ➔ Moving the player moves the icon
  ➔ In “cheat mode” the entire map is revealed

RandomNumber – Generate a pseudorandom number
  ➔ Have it display (on labkit) a sequence of pseudorandom numbers in a range

MapGenerator – Generates a new playable random map every game
  ➔ After pressing reset, the MiniMap, in “cheat mode”, shows a new random map
  ➔ Each map shown has at least one path to the center

GameLogic – Updates player position based on user input
  ➔ Pressing up/down on the labkit moves the player forward/back
  ➔ If there is a wall in the path, the player is prevented from moving
  ➔ Pressing left/right turns the player
  ➔ Reaching the center of the map wins the game

DoubleBuffer – Displays one buffer while writing to the other
  ➔ Show one buffer while painting the other buffer (tested with by drawing columns

ColumnRenderer - Draws a single column to the back-buffer
  ➔ Draw a column (whose attributes are set by the labkit switches) to the back-buffer
  ➔ then switching which buffer is displayed to show changes

SceneRenderer/VideoRenderer – Show 3D view
  ➔ Correctly show what the player should see as they move around the maze
  ➔ Walls/floor/ceiling all colored and displayed in a reasonable manner (ie: looks correct)

Time Permitting:
  ➔ Use a keyboard instead of the labkit controls
  ➔ Correctly update positions and angles for 2 players
  ➔ Display both players’ views on the screen
  ➔ Add background music and/or win/begin sound effects
  ➔ Use texture mapping instead of single colors for walls
  ➔ Decrease brightness as distance becomes greater (long hall fades into black)