

# Maze-based 2D game

## Automating maze generation with cellular automaton

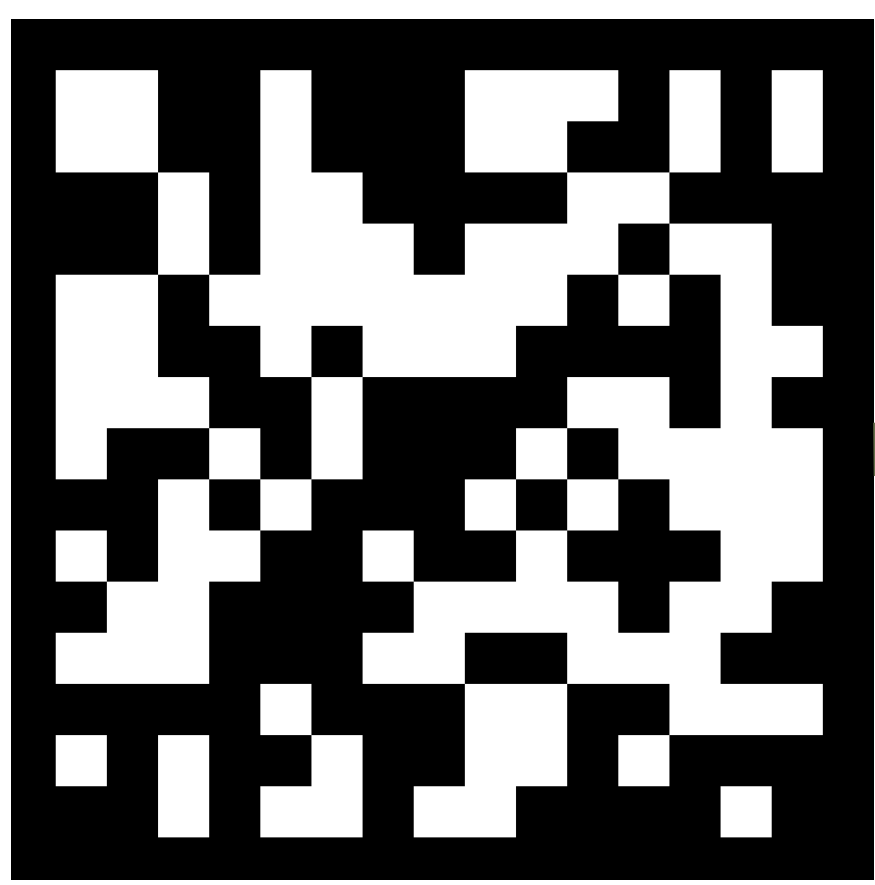


Figure 1: Randomly generated matrix

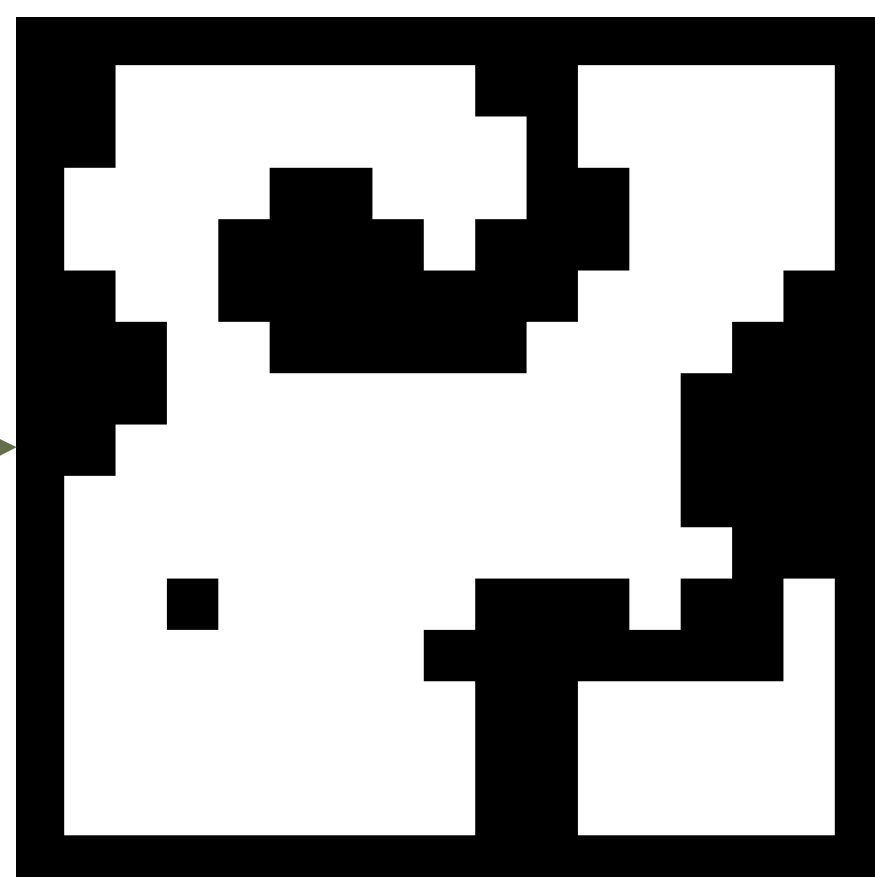


Figure 2: Result of Cave CA

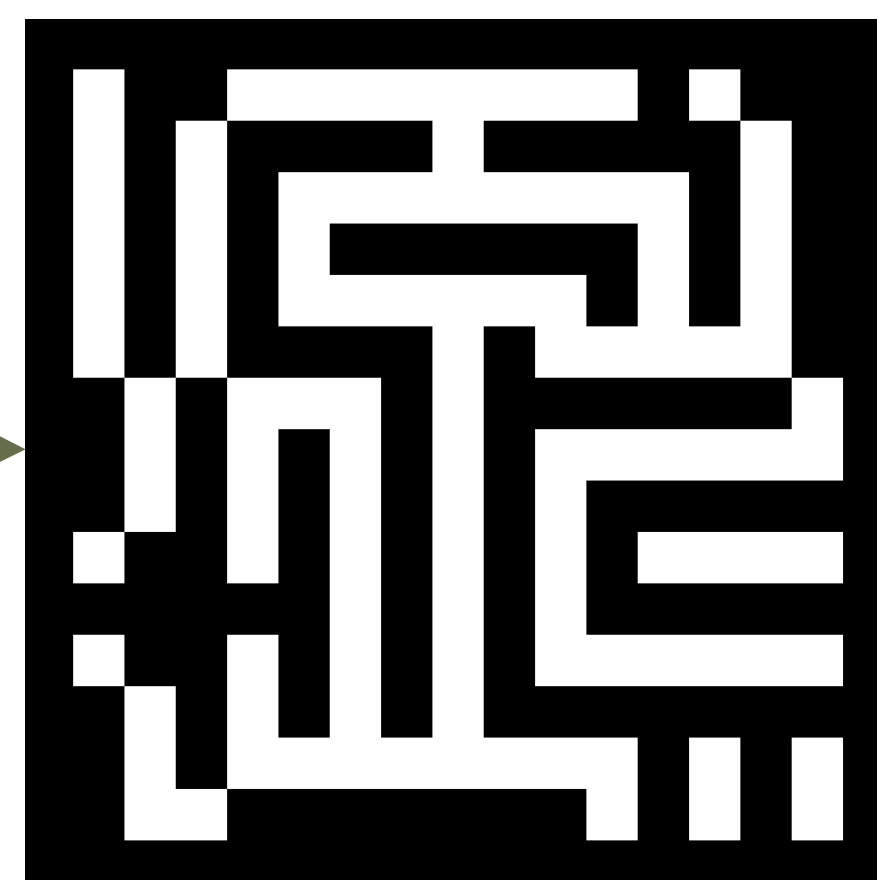


Figure 3: Result of Mazetric CA

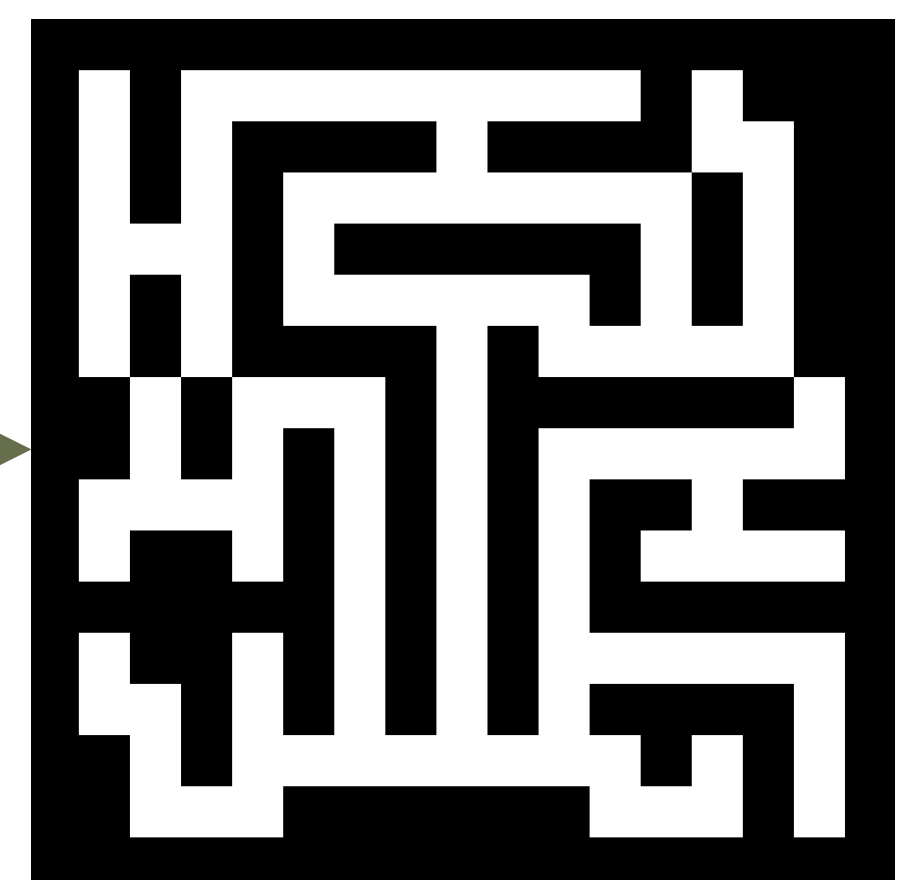


Figure 4: Finishing touches

## Game entities



Figure 5: Example of game enemies + objects

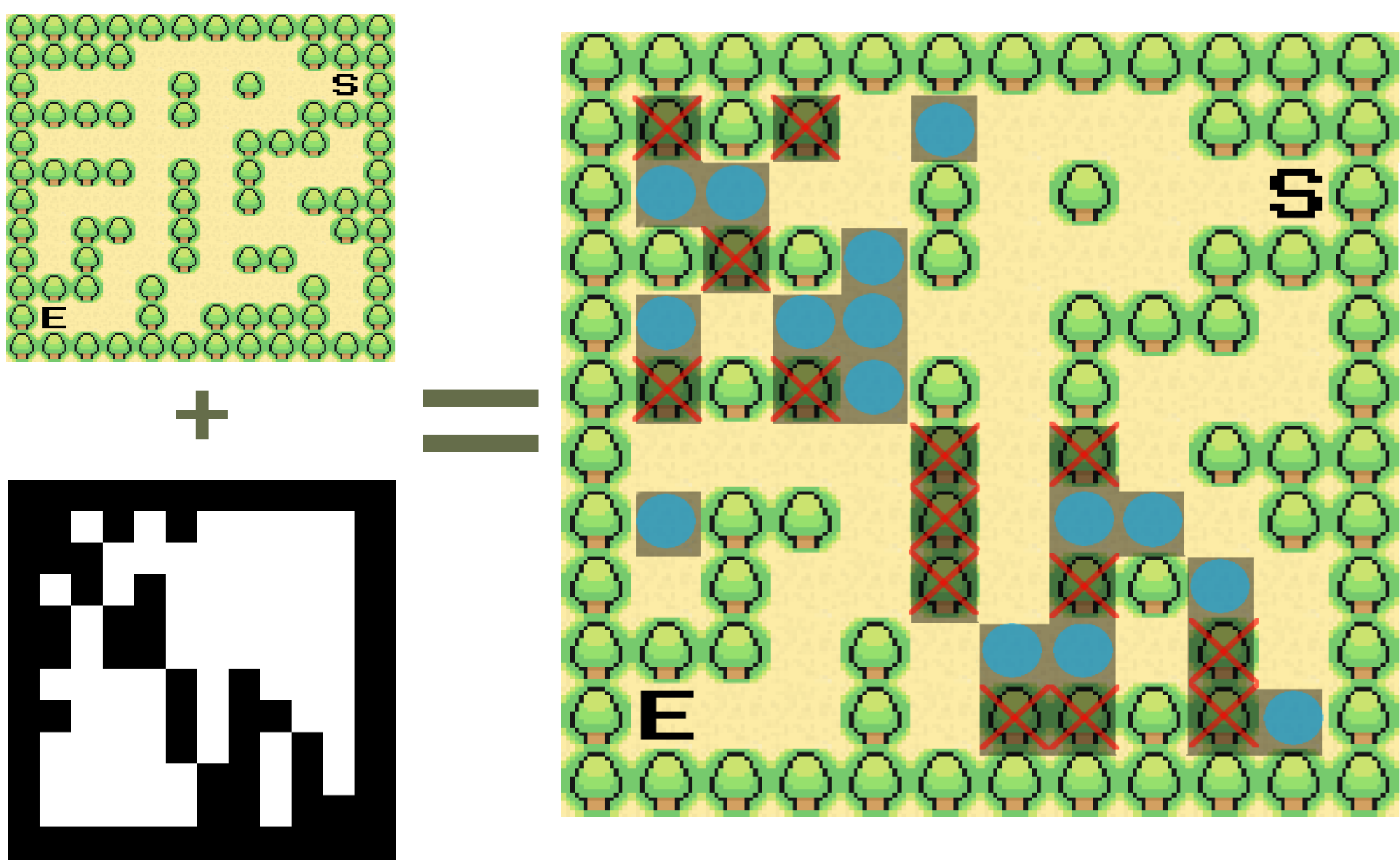


Figure 6: Distribution of game objects using rejection sampling

## Game screenshots

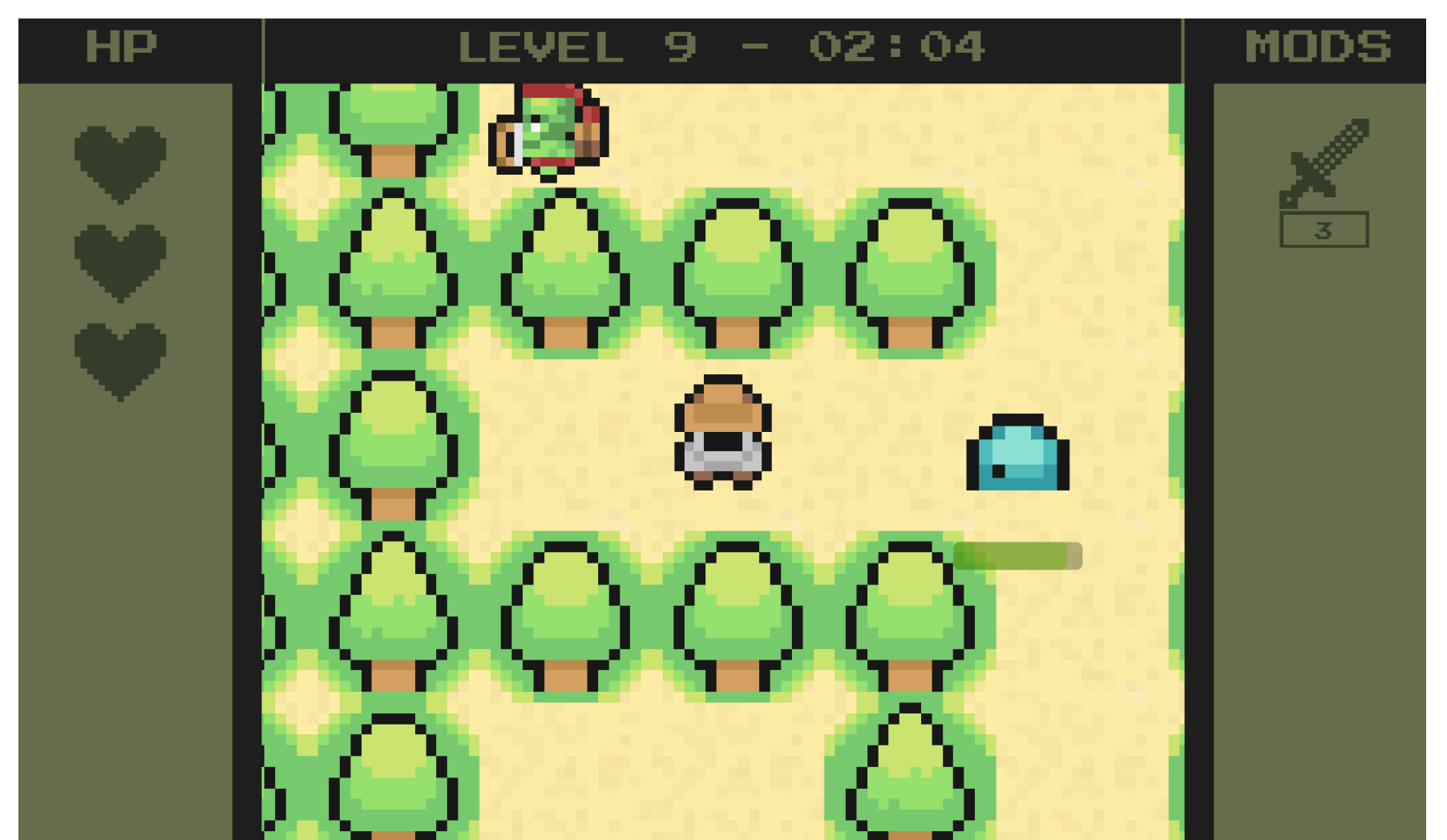


Figure 7: Game level with enemies

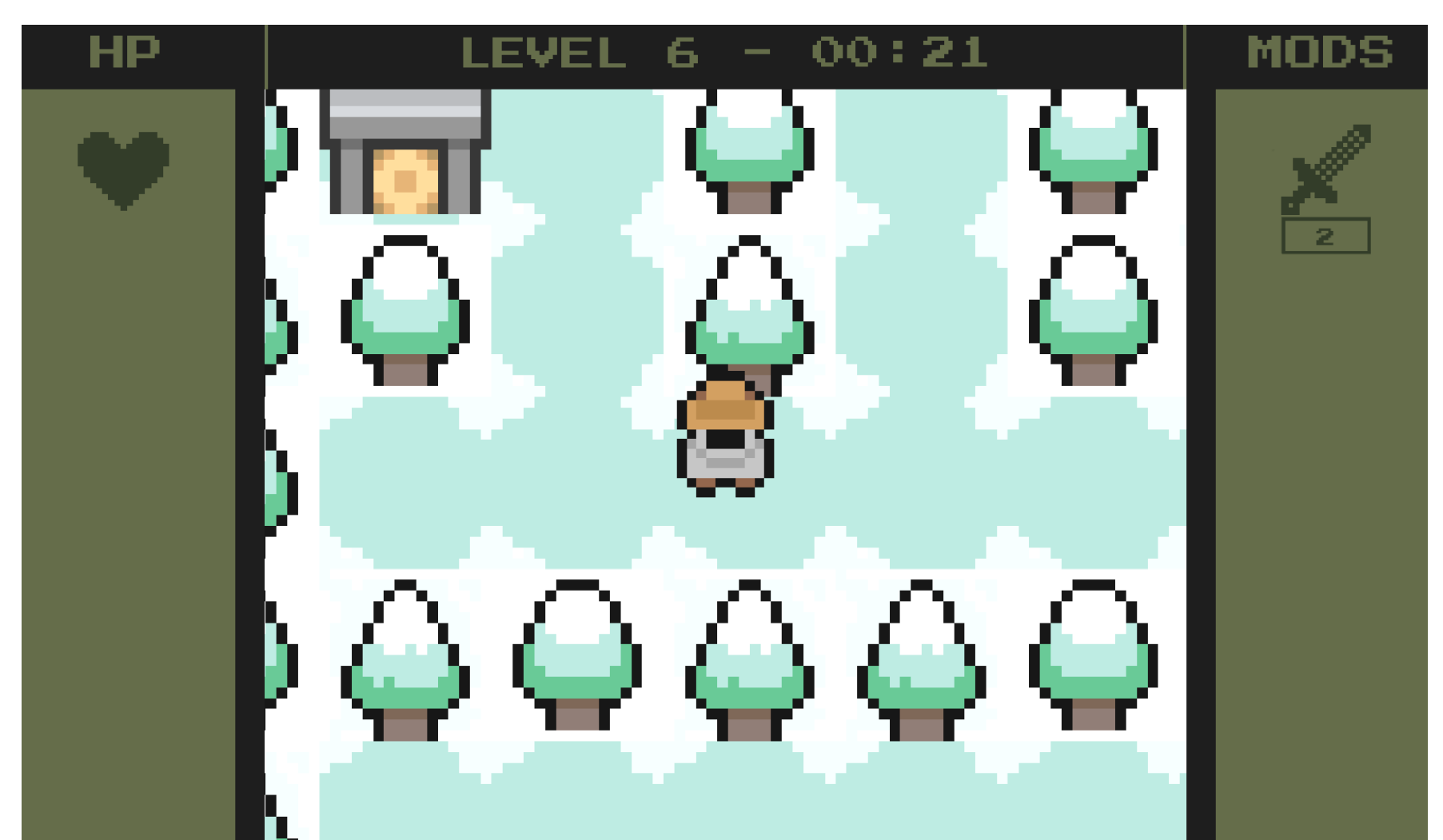


Figure 8: Game level with finish