normal

* huntandkill
  + size {30, 30} enter {0, 5} exit {5, 0} check
  + size {5, 5} enter {4, 0} exit {0, 4} check
  + size {90, 90} enter {45, 0} exit {54, 0} check
  + size {65, 65} enter {0, 43} exit {0, 62} check
  + size {30, 30} enter {0, 0} exit {0, 0} check
  + size {5, 30} enter {0, 6} exit {3, 0} check
  + size {30, 5} enter {23, 0} exit {0, 2} check
  + size {30, 30} enter {30, 0} exit {0, 30} check
* Kruskal
  + size {30, 30} enter {0, 5} exit {5, 0} check
  + size {5, 5} enter {4, 0} exit {0, 4} check
  + size {90, 90} enter {45, 0} exit {54, 0} check
  + size {65, 65} enter {0, 43} exit {0, 62} check
  + size {30, 30} enter {0, 0} exit {0, 0} check
  + size {5, 30} enter {0, 6} exit {3, 0} check
  + size {30, 5} enter {23, 0} exit {0, 2} check

tunnel

* huntandkill
  + size {30, 30} enter {0, 5} exit {5, 0} tA {0, 5, 8, 0} tB {8, 0, 10, 0} tC {10, 0, 5, 0}
  + size {5, 5} enter {4, 0} exit {0, 4} tA {0, 1, 2, 3} tB {2, 3, 0, 2}
  + size {90, 90} enter {45, 0} exit {54, 0} tA {45, 0, 54, 0} check
  + size {65, 65} enter {0, 43} exit {0, 62} tA {0, 62, 0, 43} check
  + size {30, 30} enter {0, 0} exit {0, 0} tA {0, 0, 0, 0} check
  + size {5, 30} enter {0, 6} exit {3, 0} tA {4, 0, 0, 8} check
  + size {30, 5} enter {23, 0} exit {0, 2} tA {4, 0, 8, 0} check
  + size {30, 30} enter {30, 0} exit {0, 30} tA {23, 23}
* kruskal
  + size {30, 30} enter {0, 5} exit {5, 0} tA {0, 5, 8, 0} tB {8, 0, 10, 0} tC {10, 0, 5, 0}
  + size {5, 5} enter {4, 0} exit {0, 4} tA {0, 1, 2, 3} tB {2, 3, 0, 2}
  + size {90, 90} enter {45, 0} exit {54, 0} tA {45, 0, 54, 0} check
  + size {65, 65} enter {0, 43} exit {0, 62} tA {0, 62, 0, 43} check
  + size {30, 30} enter {0, 0} exit {0, 0} tA {0, 0, 0, 0} check
  + size {5, 30} enter {0, 6} exit {3, 0} tA {4, 0, 0, 8} check
  + size {30, 5} enter {23, 0} exit {0, 2} tA {4, 0, 8, 0} check