Goals

* To create a pathfinding algorithm visualiser
* Developed with python, the app must be interactive preferably a webpage
* User will be able to select the start and end node on a 2d Grid.
* Implement with:
  + A\*
  + Dijkstra
  + Bidirectional
  + Breath-first search
  + Depth first Search
  + Swarm
* User must also be able to place wall nodes on the grid by mouse clicking also
* Users can select to have a maze generated on the same grid and the app must be able to find a path to the end node also.
* Maze algorithms to be used:
  + Randomized depth-first search
  + Recursive implementation,
  + Random
* Weights must also be implemented and be considered by all algorithms