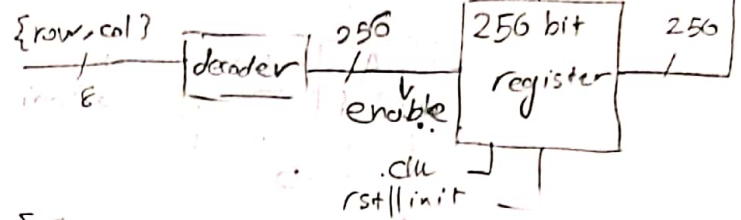
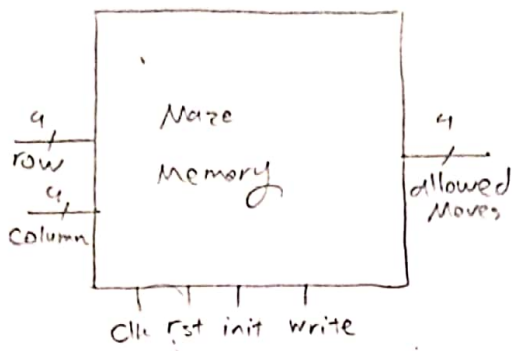
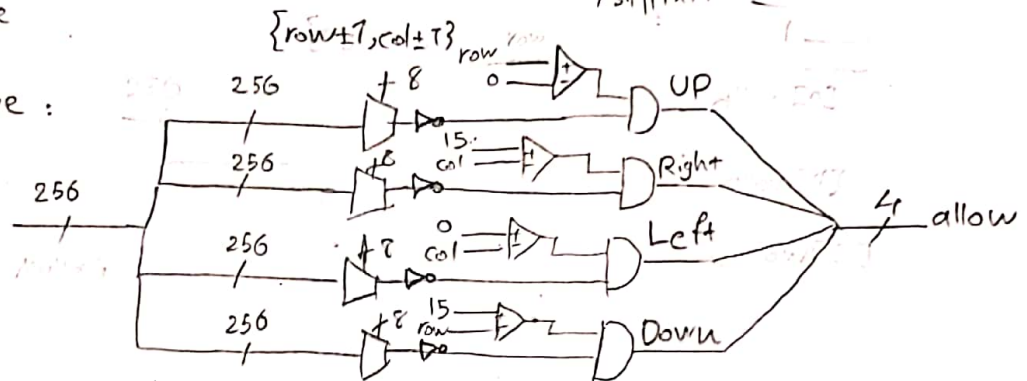


1. Maze memory:

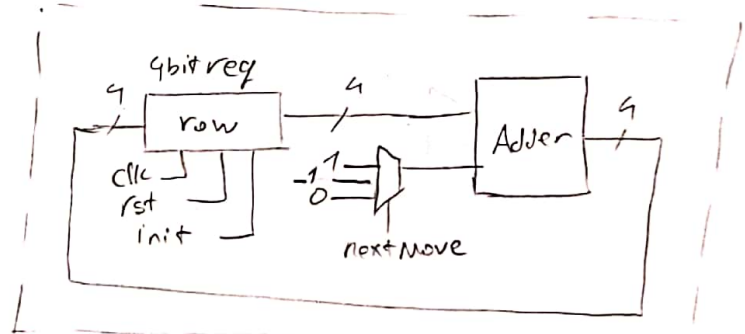
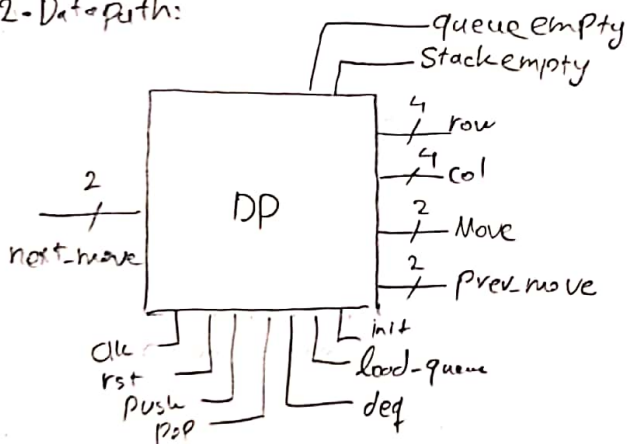
a 16x16 registers:



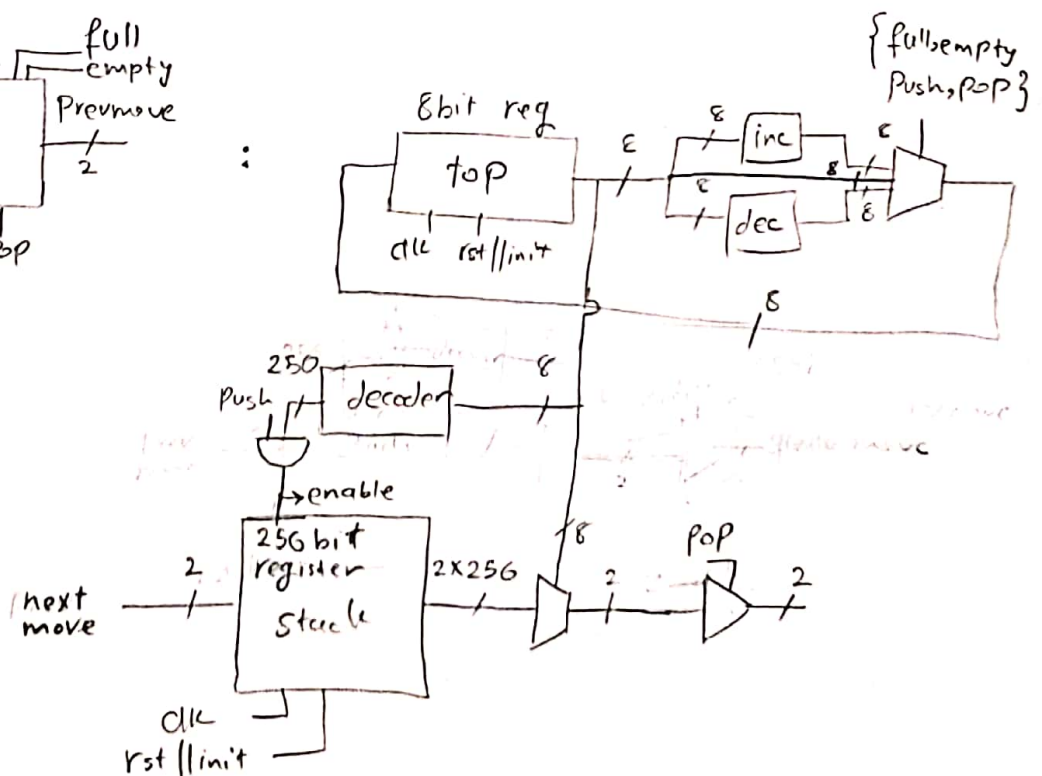
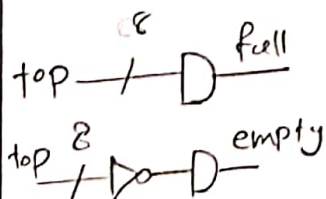
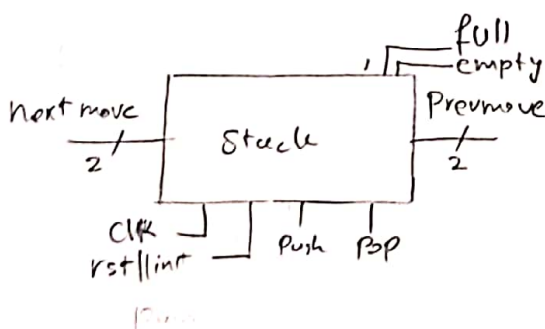
256 registers like above:

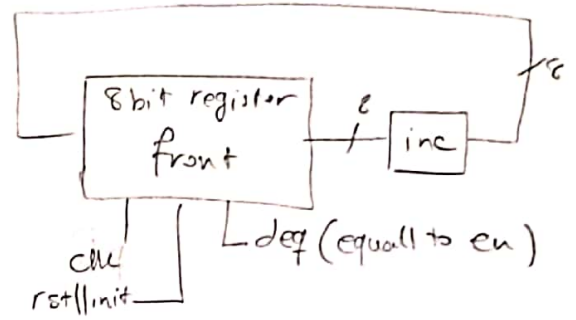
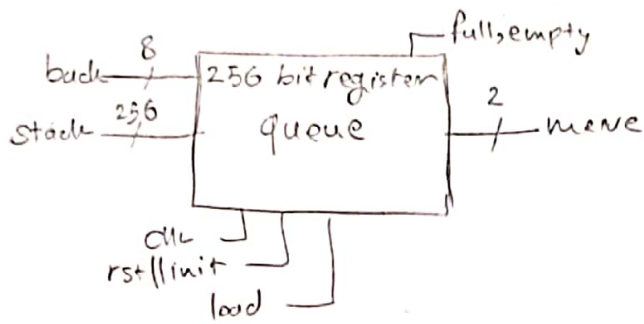


2. Datapath:

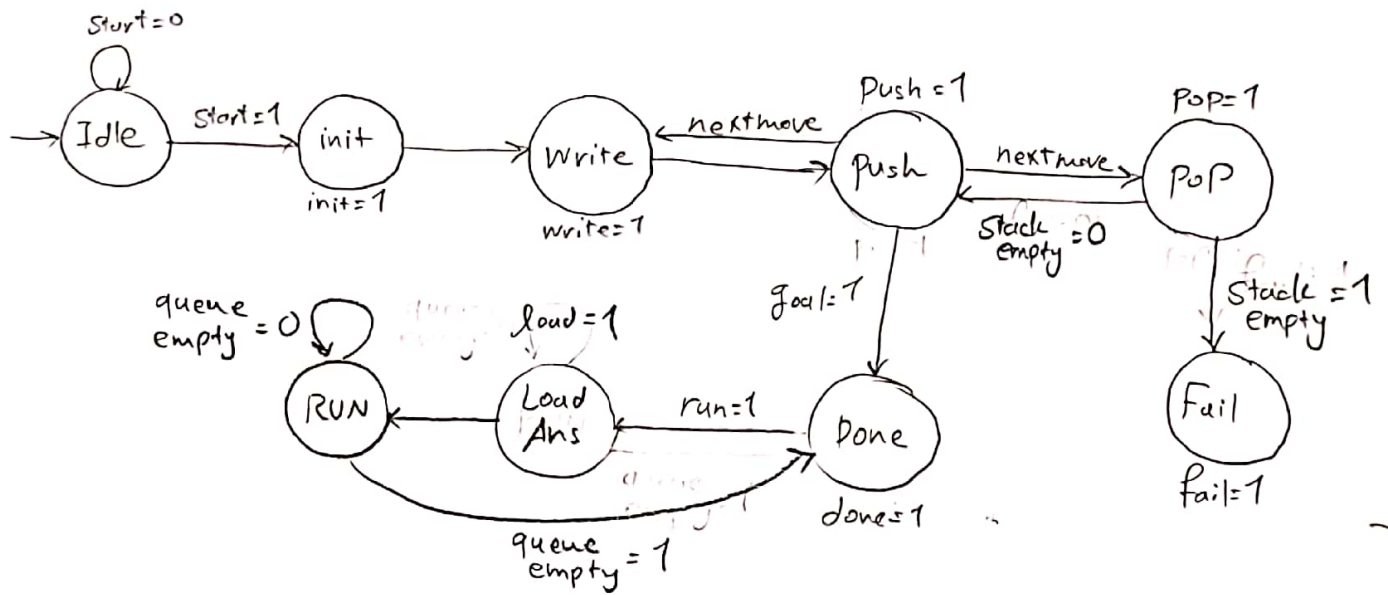


exact same structure for 'column'





3. Controller:



how next move works?

