We considered changing the Q learning to SARSA, but realized that SARSA would prioritize the safest path, not the fastest path(see diagram: <https://studywolf.wordpress.com/2013/07/01/reinforcement-learning-sarsa-vs-q-learning/>). However, with our current maze design the mazes test to have only narrow pathways surrounded by lava. As such, there is no “safe path” and even if there were, we are looking for the fastest path as per stated in out GOAL.