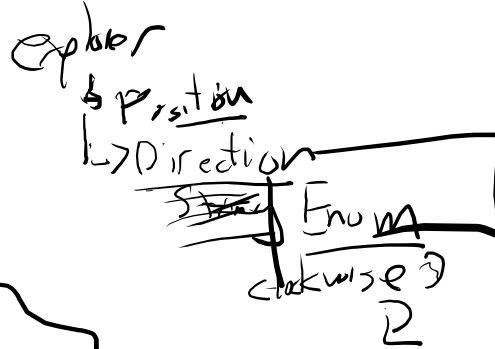
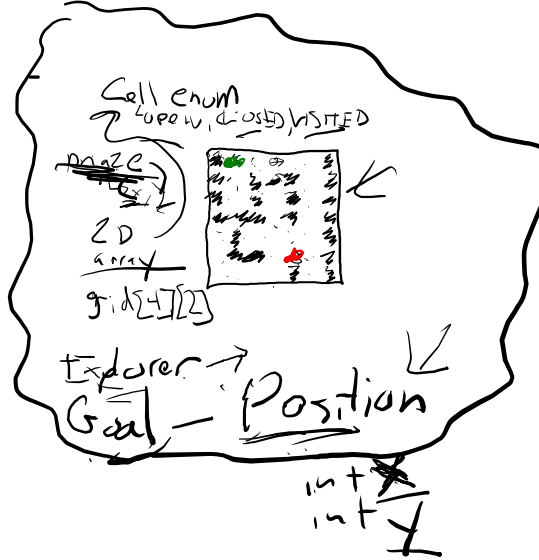


puzzle



Mazes
→ start
→ finish
paths - detail
solutions
wall collisions
design
→ location - current
loops
Person

↓
Direction



Enum
Moves
→ Forward
→ Left Turn
→ Right Turn

OVERDNE
OVERDNE

4, 7

Position

S

Move FORWARD

→ Position 5, 1
→ Direction W