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Features Completed:
- User control for the simple maze
- Generational AI working
- Front-end website mockup

What Worked:
All of the components worked, we forgot to show off the user control because we were more focused on explaining our AI; how it works, as well as our algorithms, and ideas to help with navigating through the maze with certain edge cases.

What Didn't:
Our biggest issue so far has been this AI, we're constantly trying to figure out a different algorithm or a different approach to adapt the code that we started off with so that we can make it uniquely our own, and also allow this AI to fully complete any maze we give it, regardless of any edge cases.

TA's Suggestions:
Suggested a possible algorithm that can make our AI to perform more efficiently in the maze and asked for more back-end code to our game.