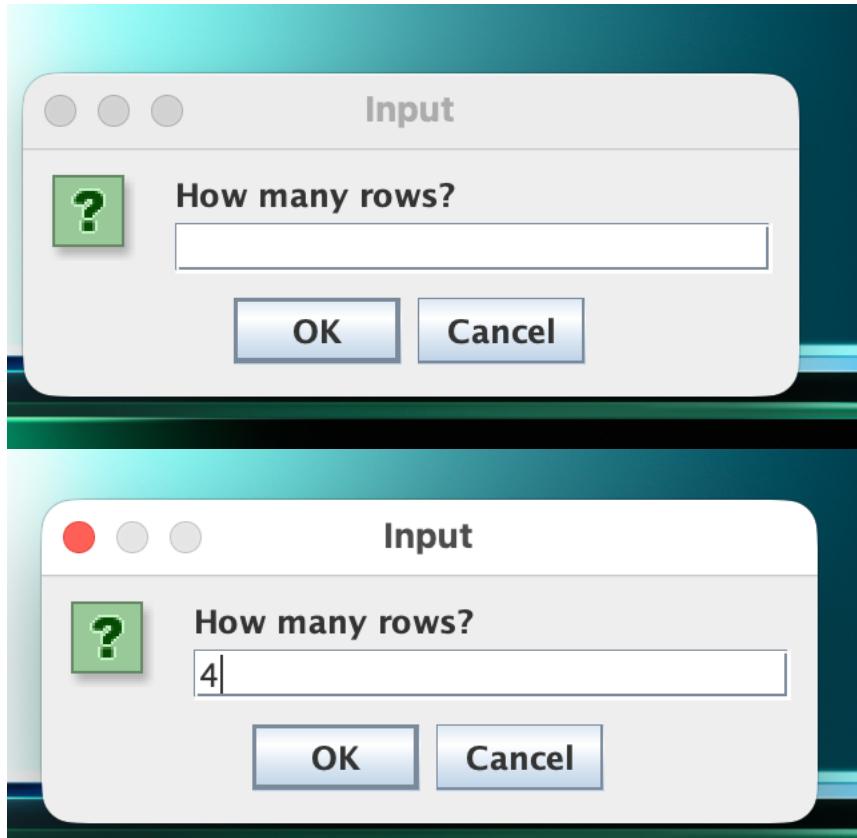
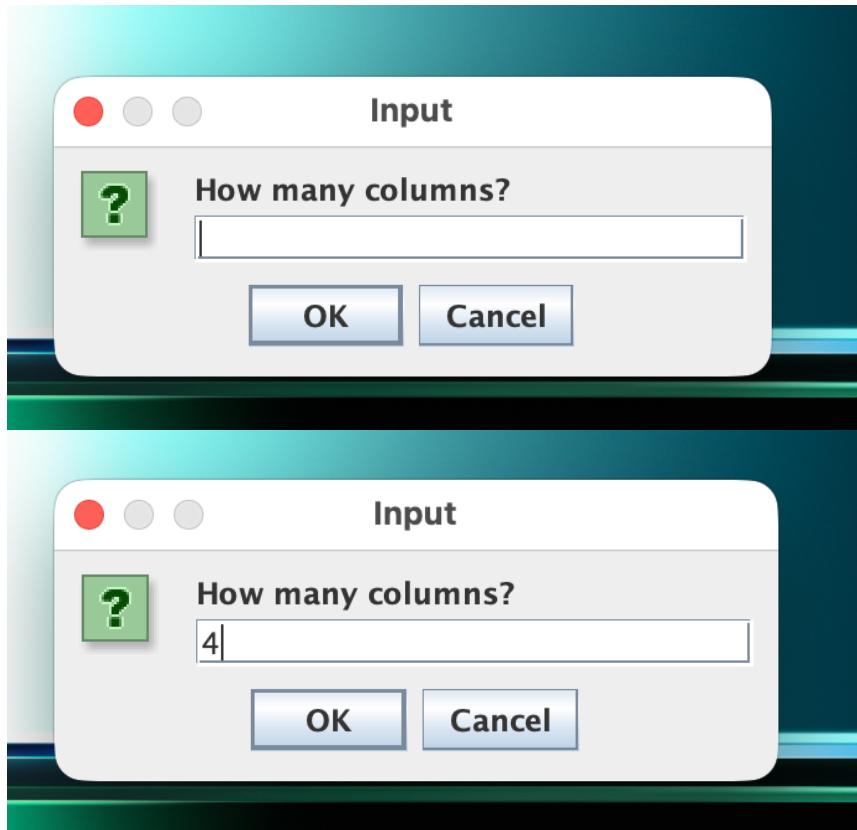


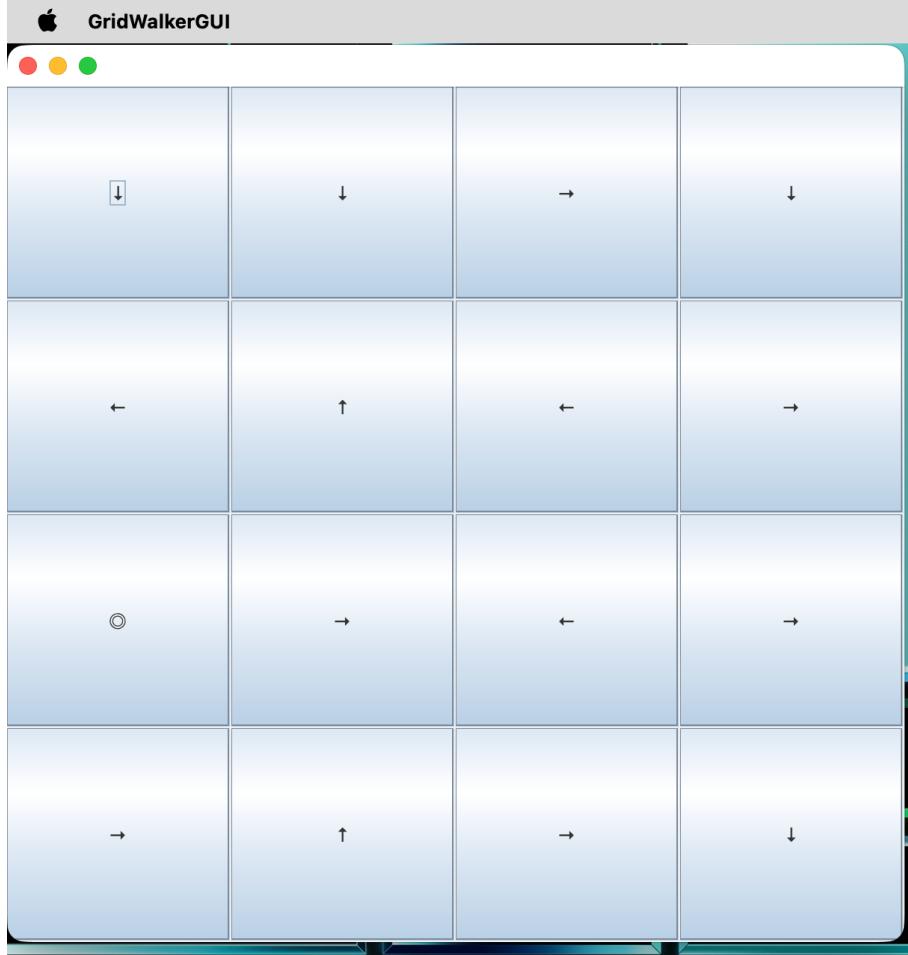
Data enter desired rows



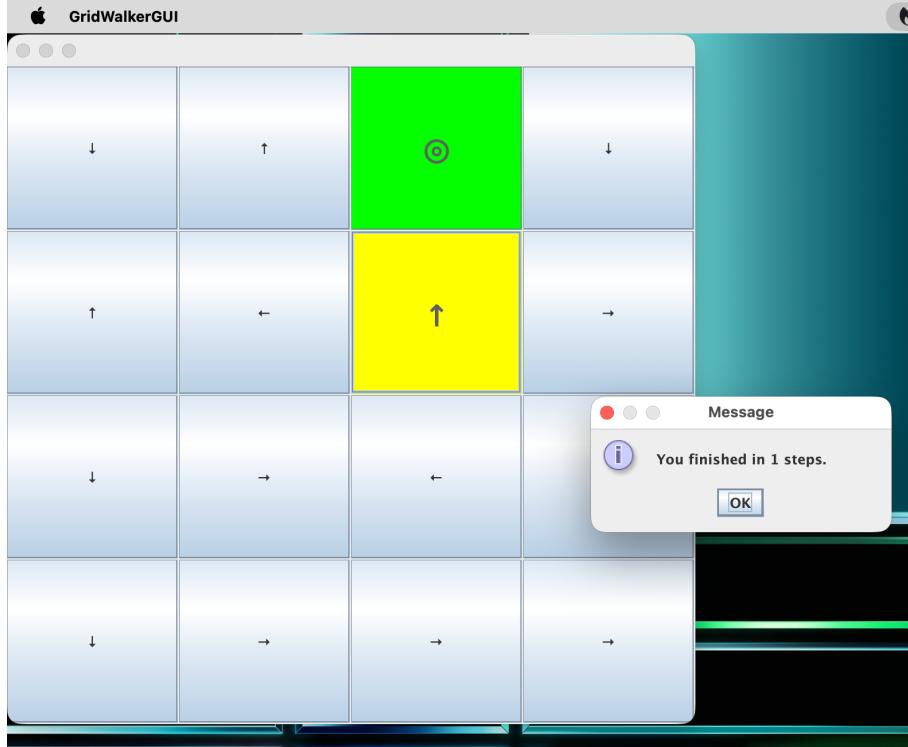
Data enter desired columns



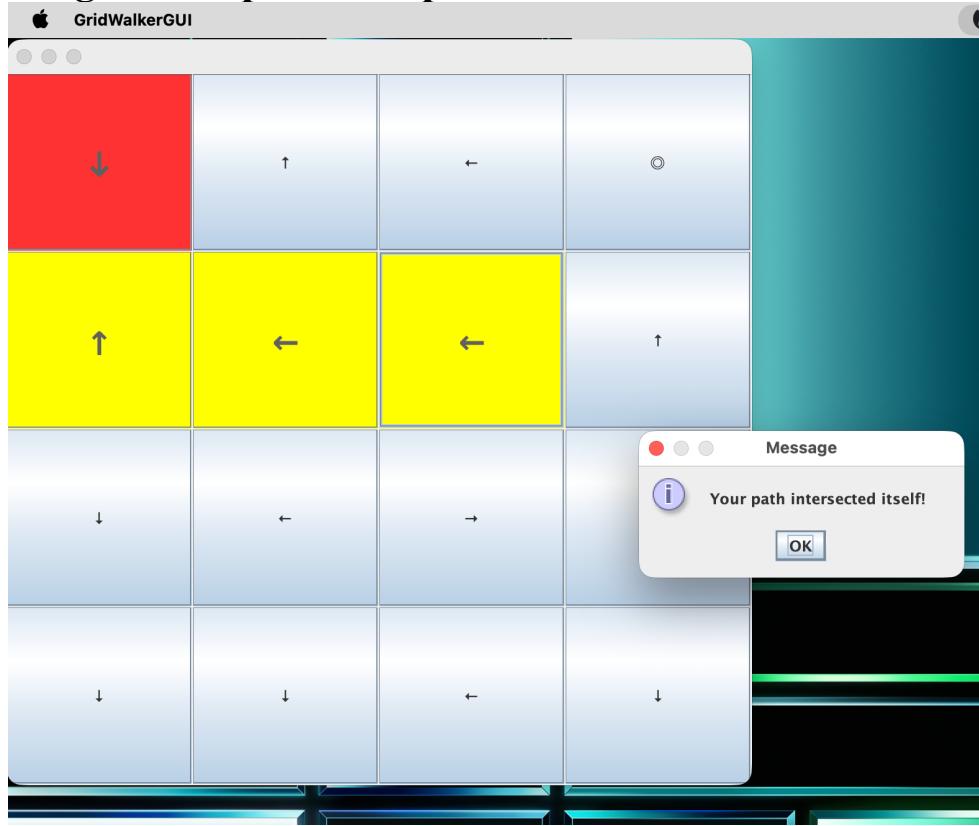
Grid Generated (size based off previous user input)



Program output upon successful game completion



Program output when path intersects itself



Program output when walker leaves the grid

