Task 14-03

- Create a 2D maze and then do what you can to "complicate" it, meaning edit key cells in your matrix so the solver must take the greatest number of steps to navigate from the start cell to the exit cell
- What makes a maze complex? It is a careful balancing act:
  - Long straight alleys require backtracking but limits choices and may make navigation easier
  - Wide open junctions (no cell walls) may require the solver to try more directions, but it may also be easier to navigate straight through to the exit
  - Does the complexity depend upon the search strategy?
- Bonus points for the person who creates the hardest maze!
- Email your optimized **maze.csv.pickle** file to your TA