Teaching Students to build Treasure Hunting game

Possible Path A:

1. Start by creating variables
   1. Create matrix variables and show how to display them
2. Using built in functions to create variables (randi, zeros, abs, meshgid, reshape)
   1. Create a matrix using ones
   2. Show how to index into matrix and change values
      1. Show how to set these values randomly using the randi function
3. Show how to calculate the taxi matrix and how it is used
4. Show how to create a figure window
   1. Use uicontrol function to add text
   2. Show how to create axes
5. Introduce all the coloring options (pcolor, colormap, uisetcolor)
6. Show how to create a function and their uses
   1. Inputs
   2. If and else statements
7. Natural recursion to continually get user input
   1. Input function

Possible Path B:

1. Start Creating variables
2. Show how to create figures
3. Introduce all the coloring options (pcolor, colormap, uisetcolor)
4. Show how to create functions and their uses
5. Natural recursion