Lab 3 Write Up

To represent the maze in the function I turned it into a list of lists, and to advance through my maze I used recursion to move forward, backwards, left, and right in the maze, When the maze runs into a path its been or a maze wall it backtracks to the point it came from. To index the rooms I had them marked as an “o” and at when the path ran into an “o” it would know it’s at and area it has already been to this allowed the maze solver to solve mazes with islands