

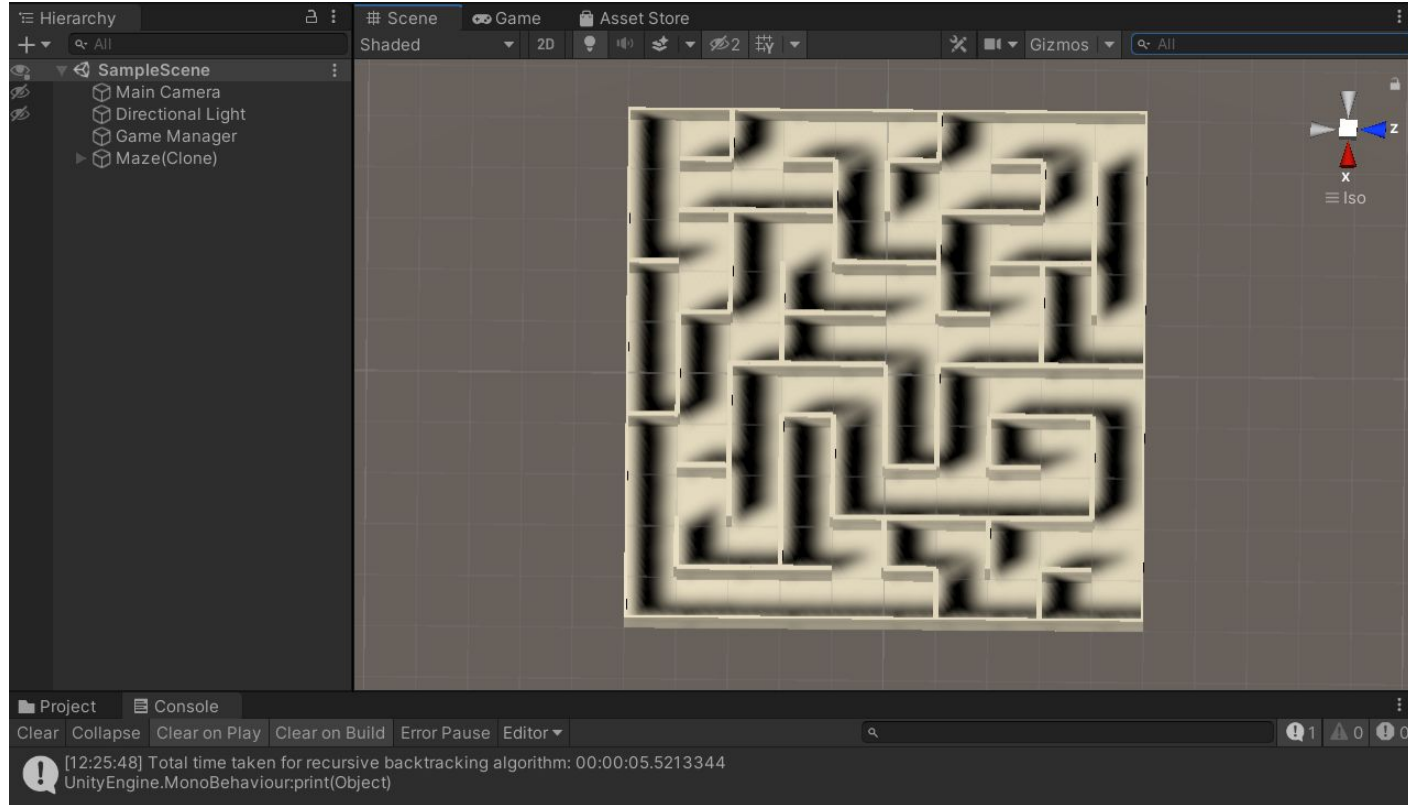
Unity 3D Maze Generation Result

Prepared by: Ng Yit Tyn
Matrik No: WID170035

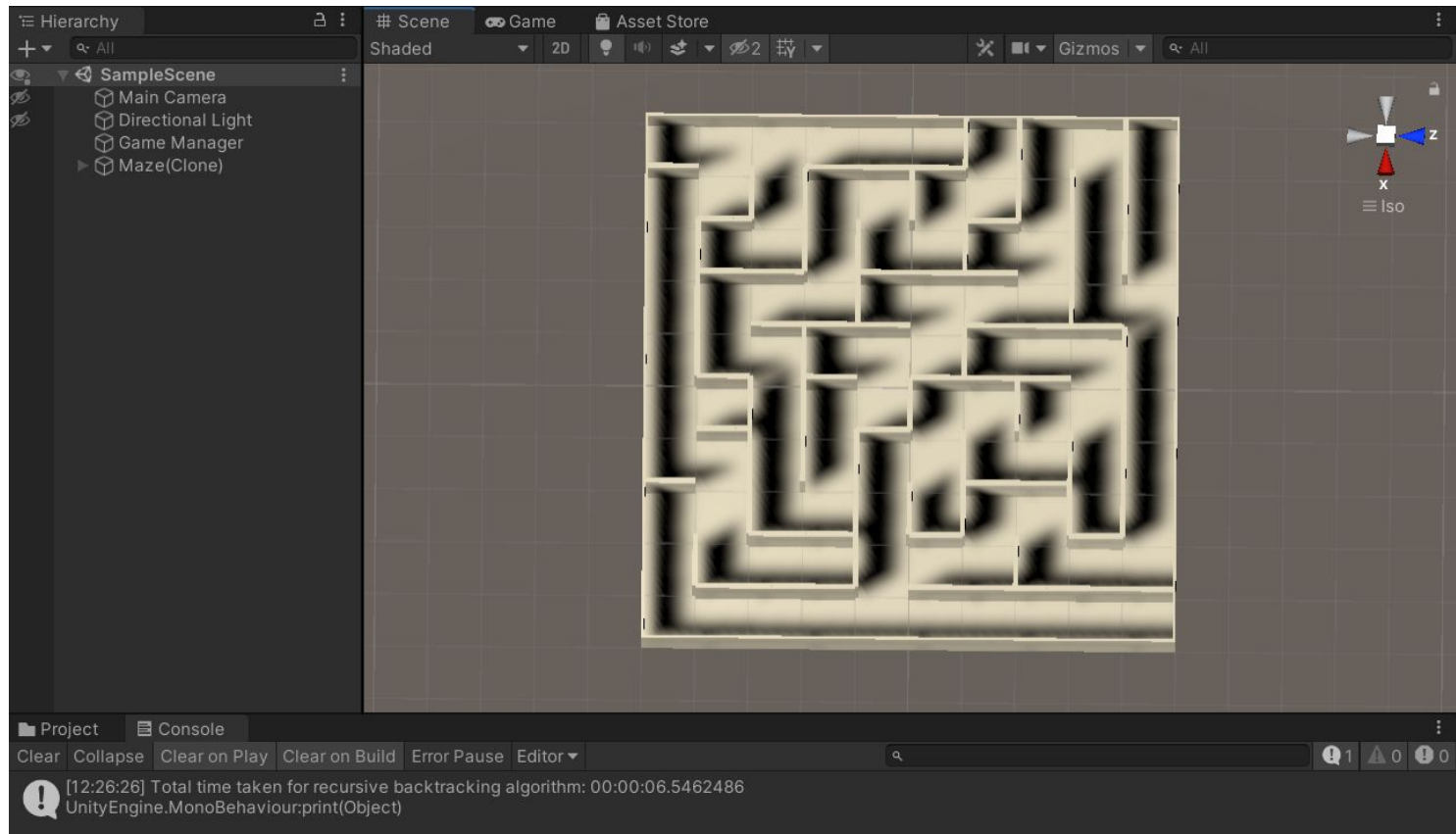
Result analysis for 10 x 10 maze (in secs)

	Recursive backtracking algorithm	Prim's algorithm
Trial 1	05.5213	06.3623
Trial 2	06.5462	07.7339
Trial 3	06.8359	06.8372
Average	06.3011	06.9778

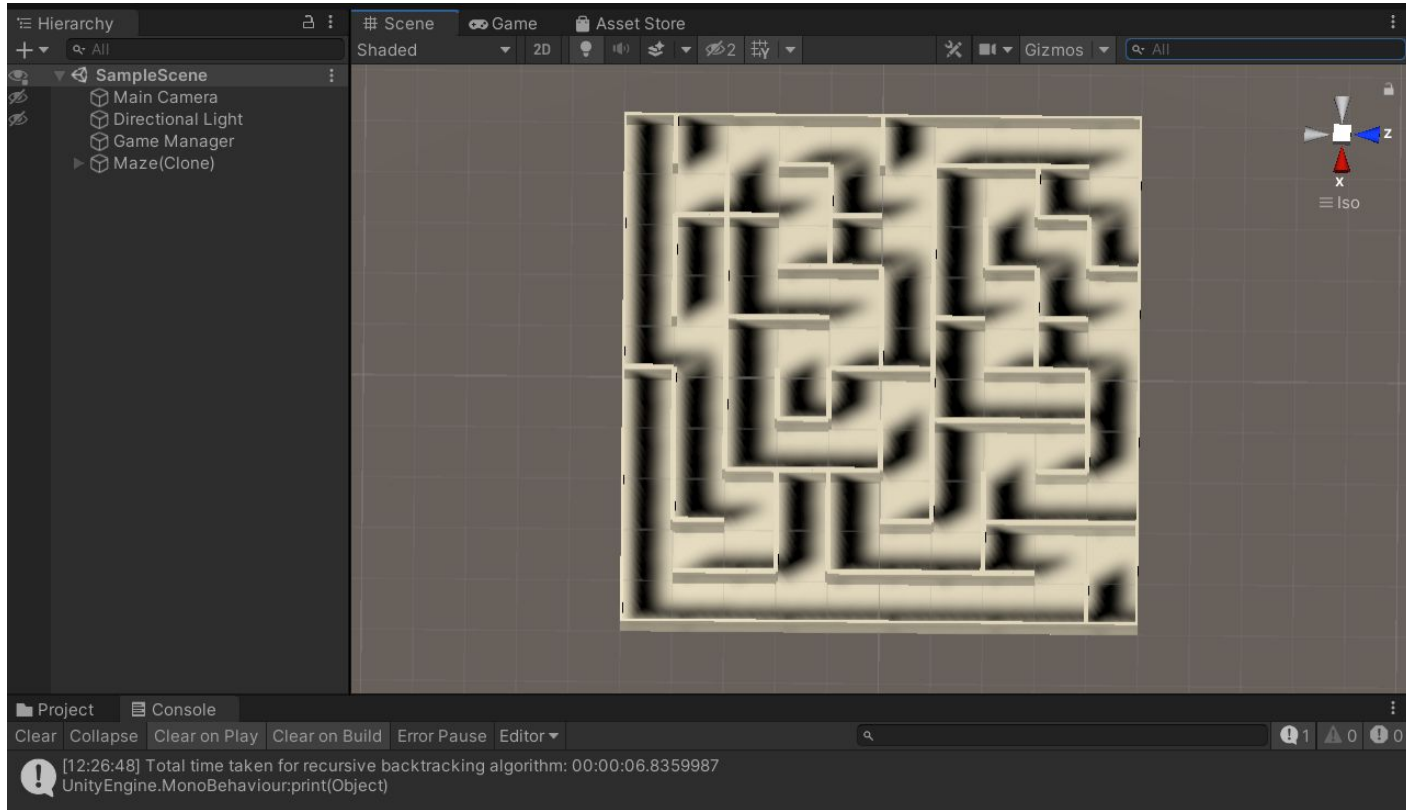
Recursive backtracking algorithm



Trial 1 - 00:00:05.5213

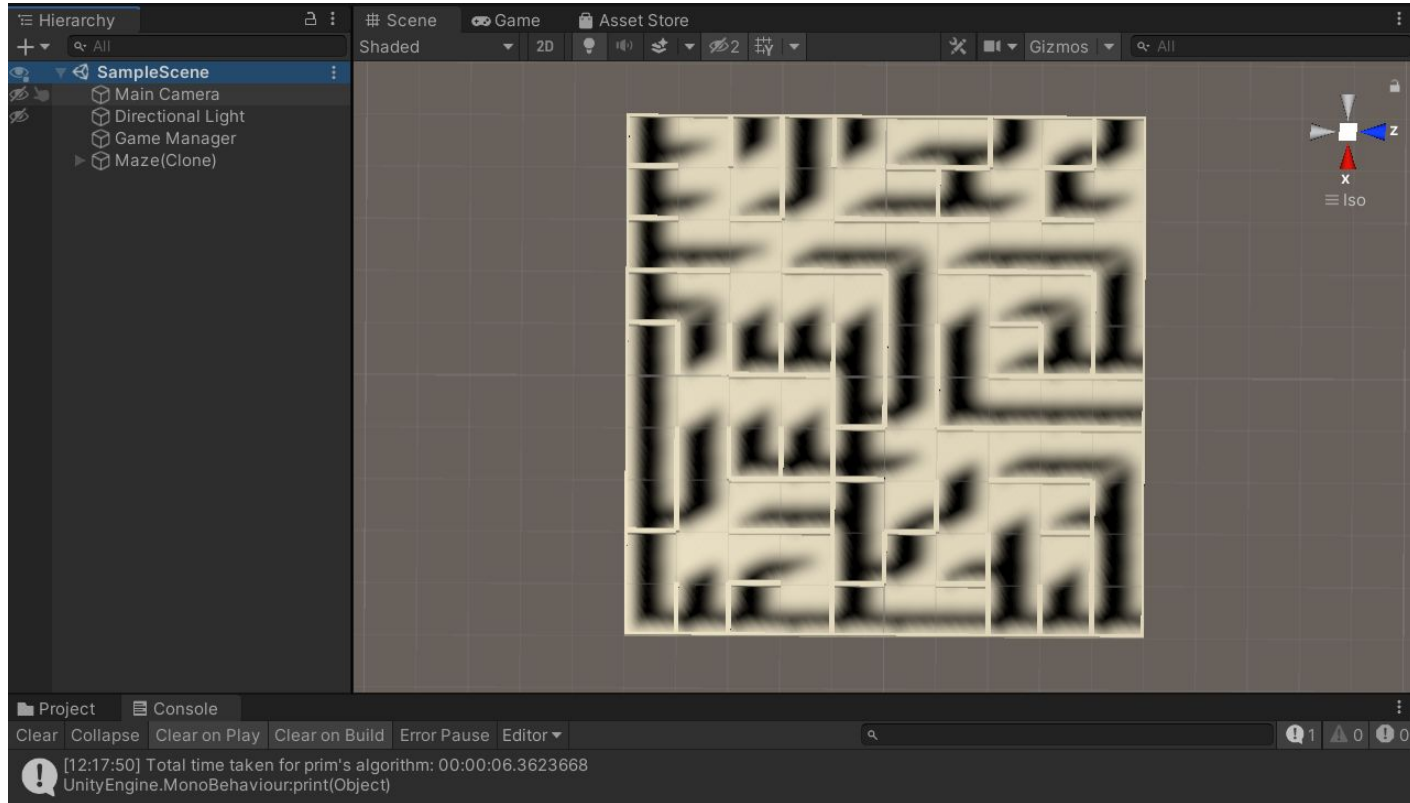


Trial 2 - 00:00:06.5462

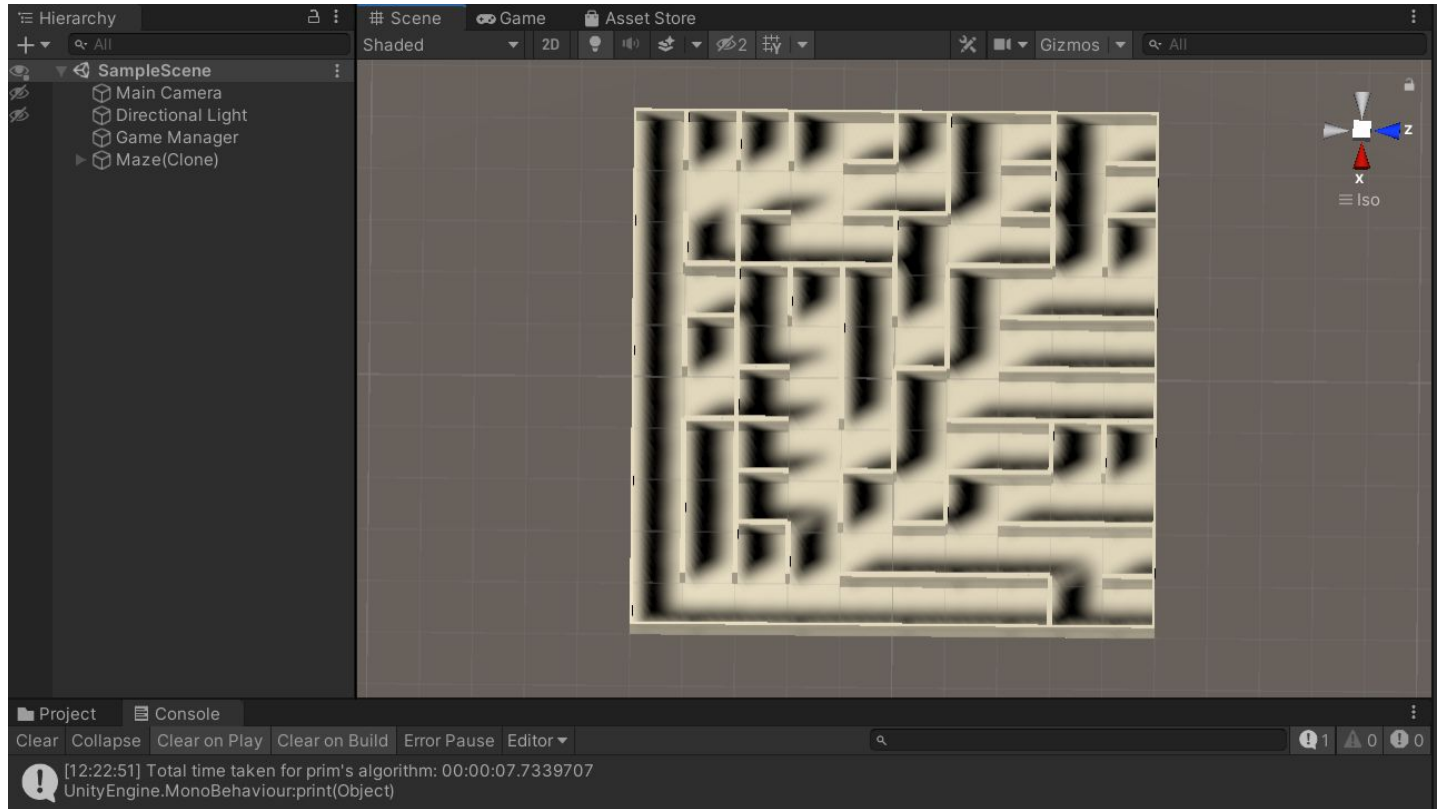


Trial 3 - 00:00:06.8359

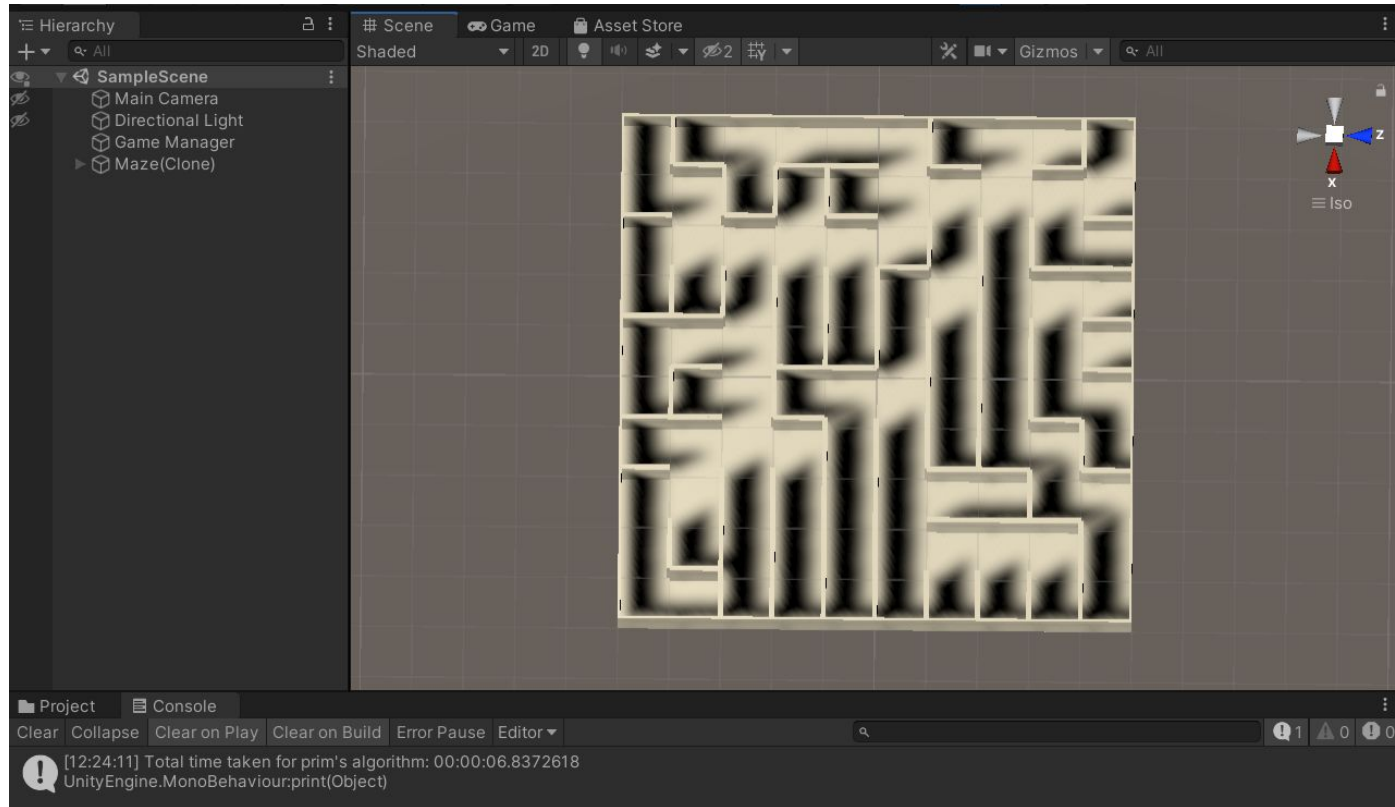
Prim's algorithm



Trial 1 - 00:00:06.3623



Trial 2 - 00:00:07.7339

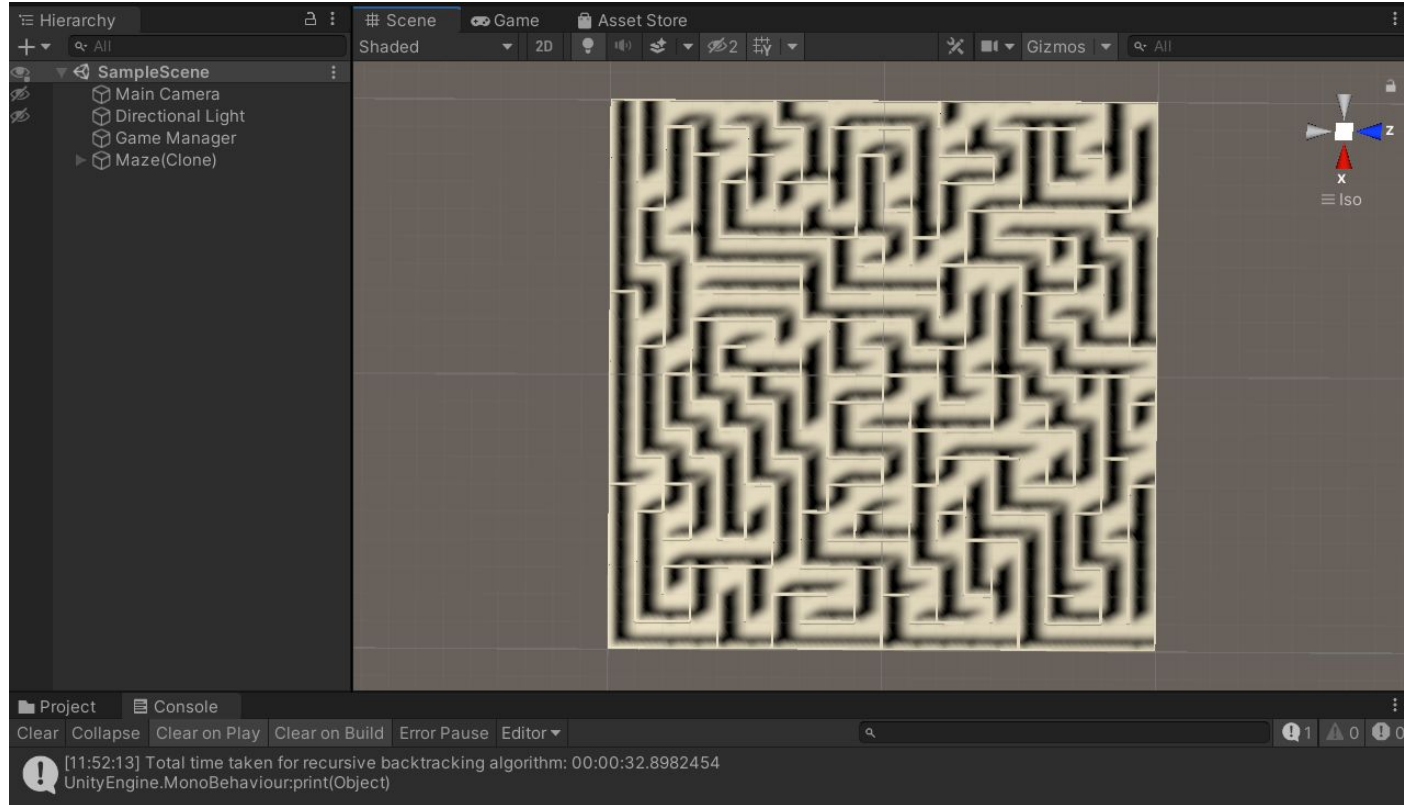


Trial 3 - 00:00:06.8372

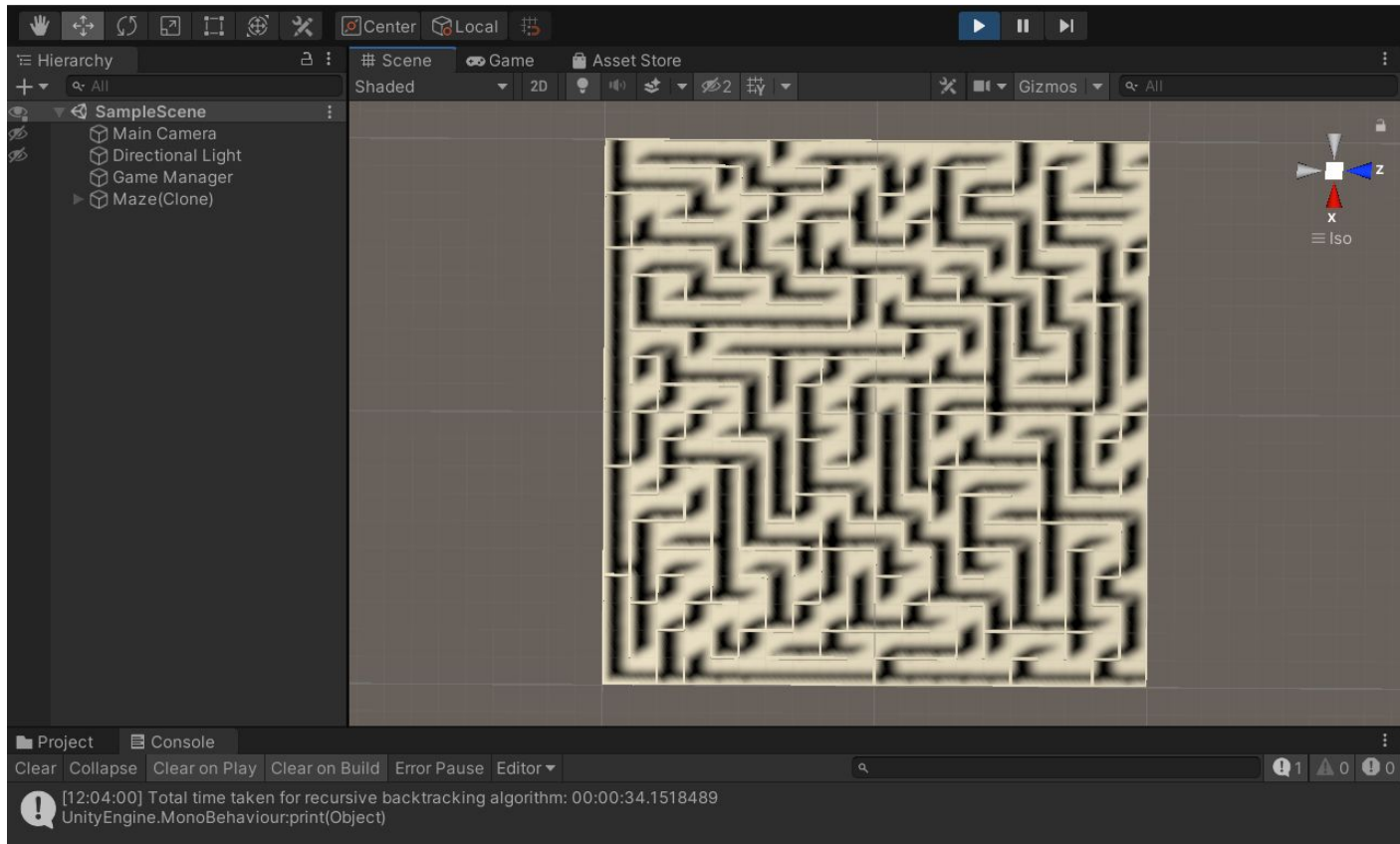
Result analysis for 20 x 20 maze (in secs)

	Recursive backtracking algorithm	Prim's algorithm
Trial 1	32.8982	25.4632
Trial 2	34.1518	28.3639
Trial 3	28.1982	25.8547
Average	31.7494	26.5606

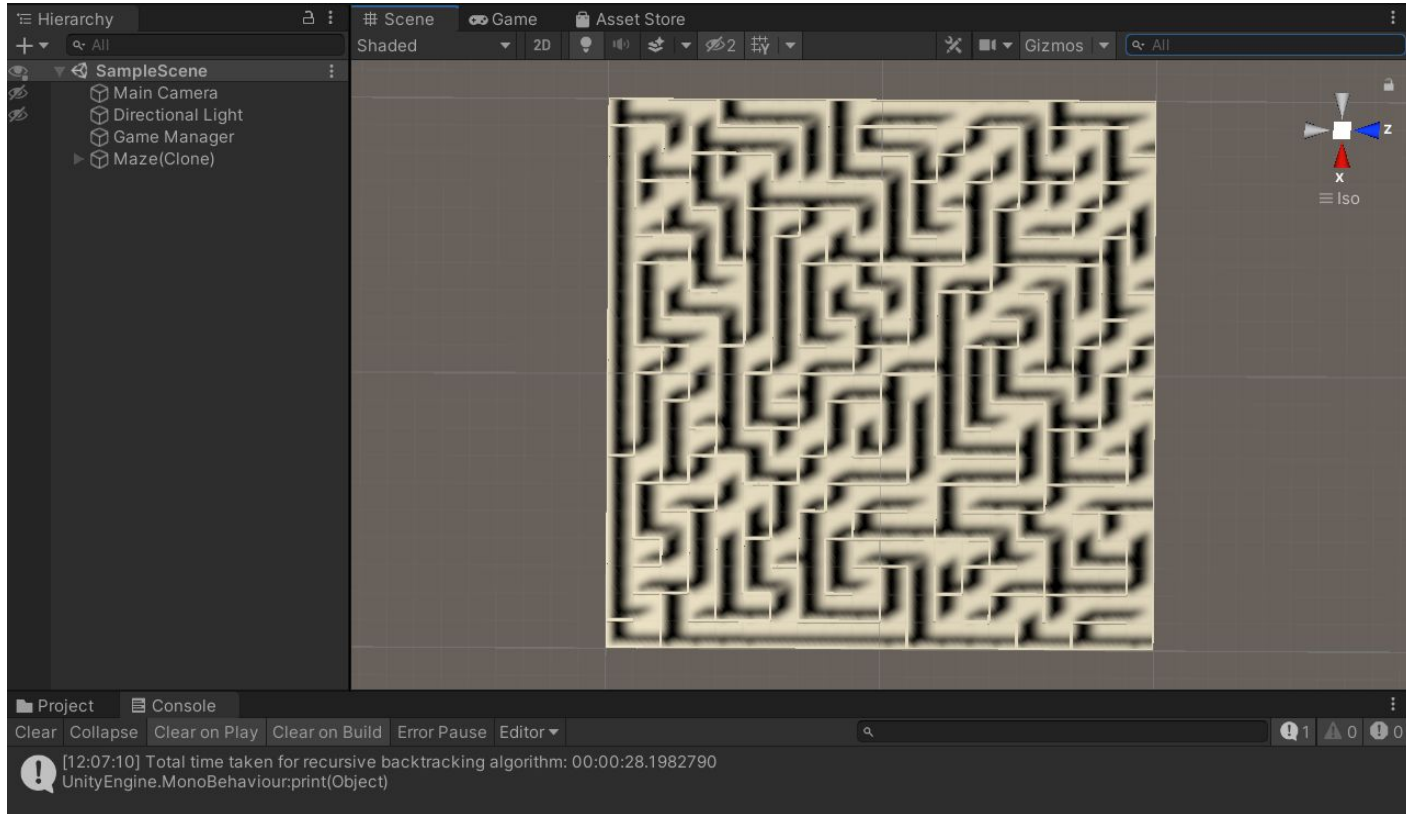
Recursive backtracking algorithm



Trial 1 - 00:00:32.8982

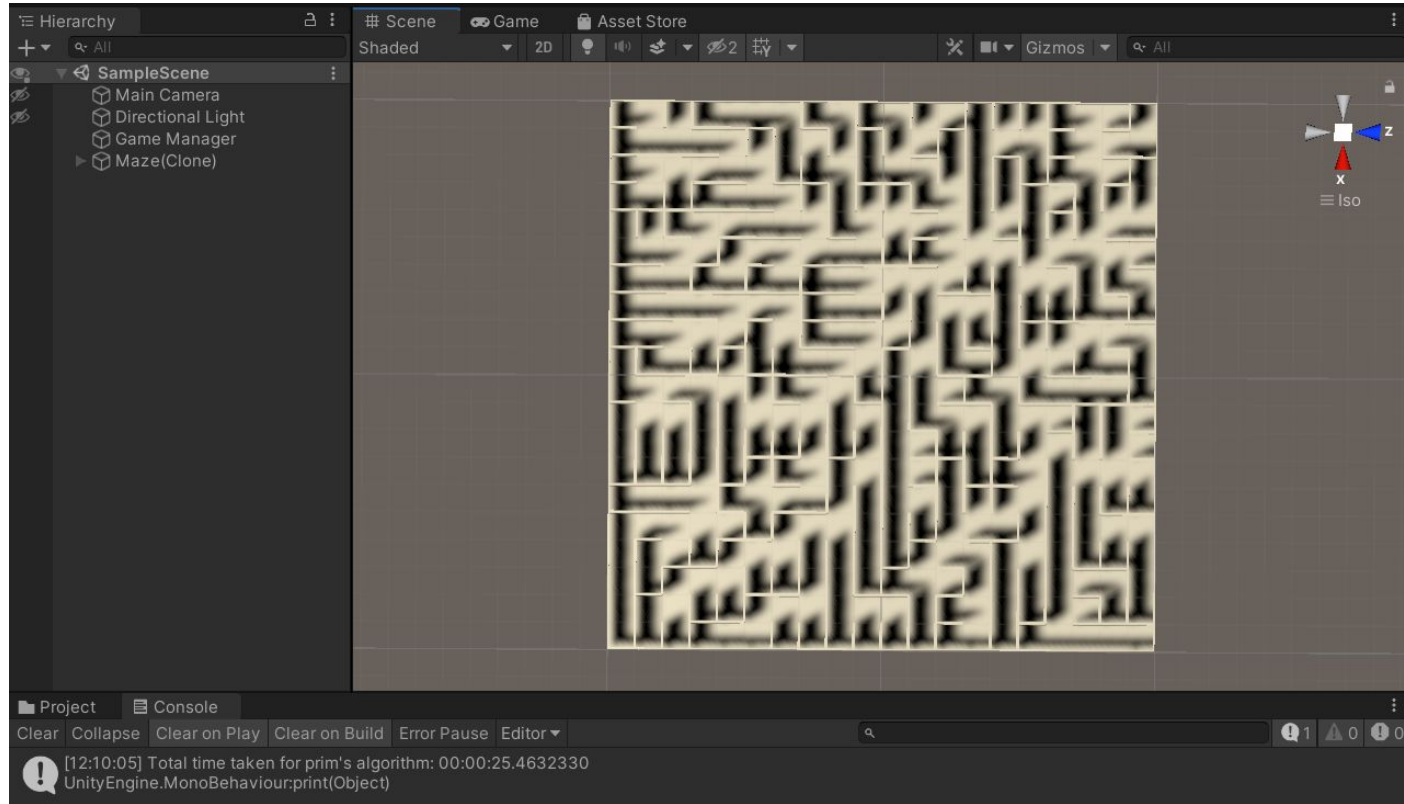


Trial 2 - 00:00:34.1518

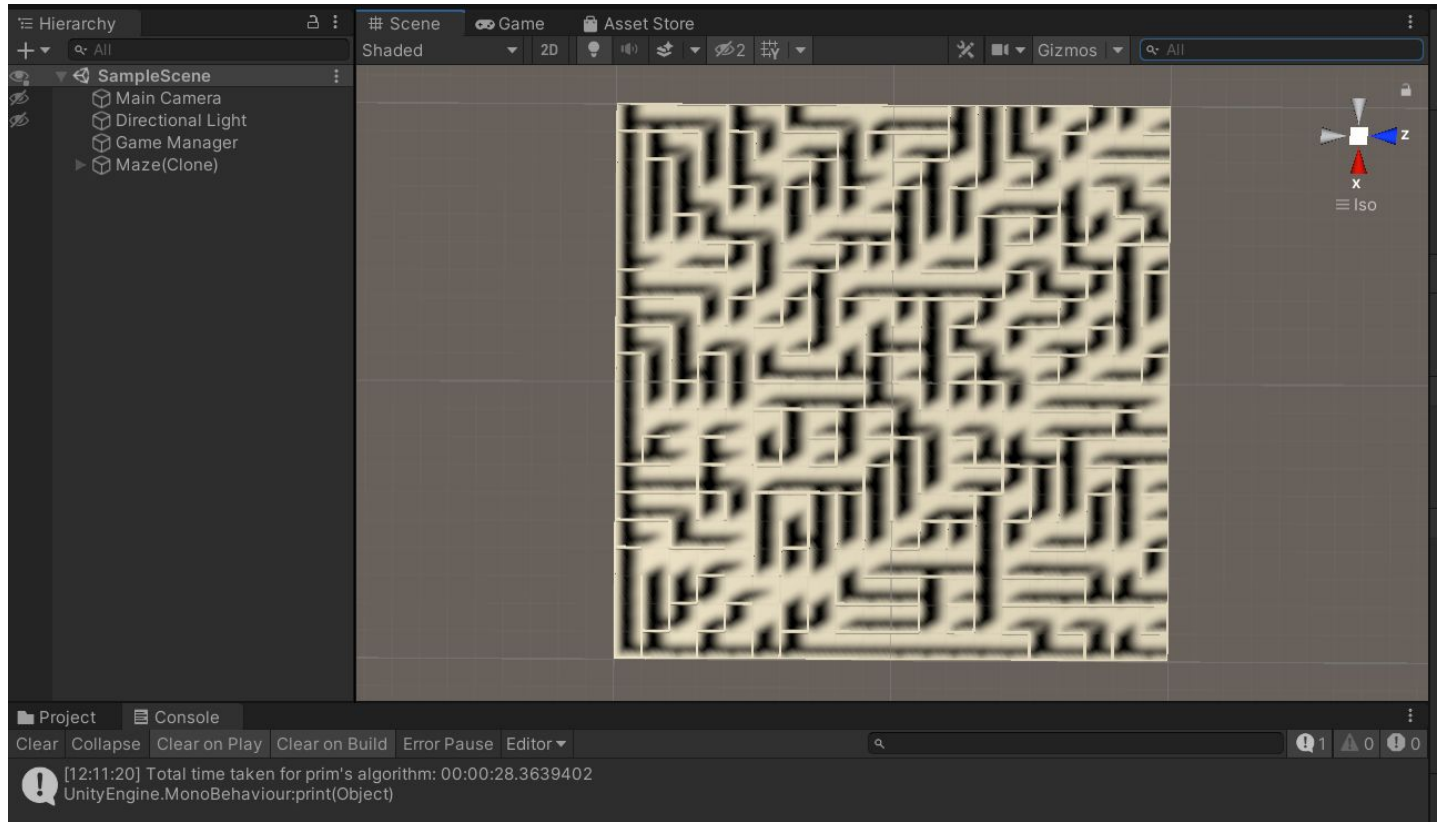


Trial 3 - 00:00:28.1982

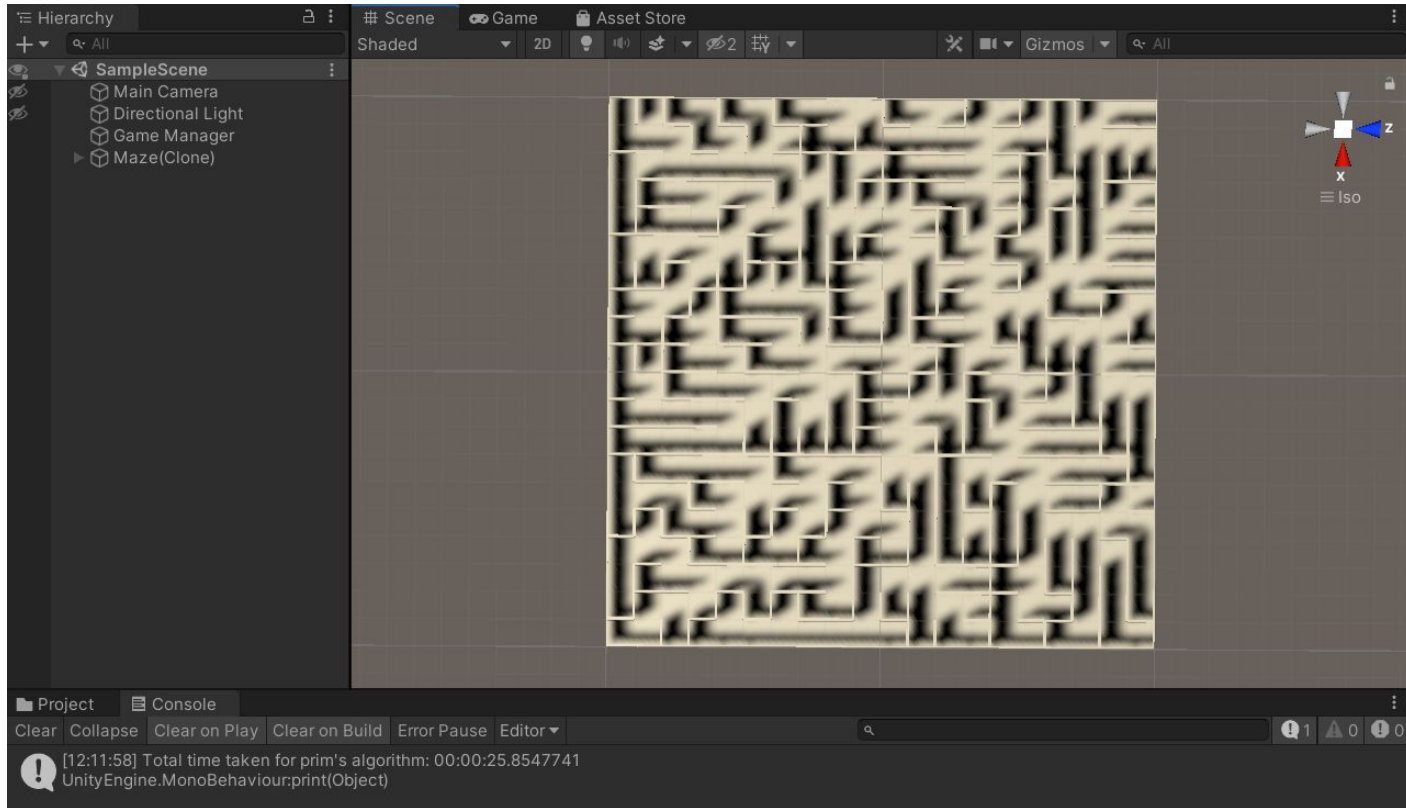
Prim's algorithm



Trial 1 - 00:00:25.4632



Trial 2 - 00:00:28.3639



Trial 3 - 00:00:25.8547