1 is open, 0 is closed. Even rows/columns (0,2,4,...) are rooms, odd (1,3,5,...) are connections

Maze1 {1 1 1 1 1 1 1 1 1 1 1 0 1 }

{1 0 0 0 1 0 1 0 0 0 1 0 1 }

{1 0 1 1 1 0 1 0 0 0 1 1 1 }

{1 0 1 0 0 0 1 0 0 0 1 0 0 }

{1 0 1 1 1 0 1 1 1 1 1 0 1 }

{1 0 0 0 0 0 0 0 0 0 1 0 1 }

{1 1 1 1 1 0 1 1 1 1 1 1 1 }

{0 0 0 0 1 0 1 0 1 0 0 0 1 }

{1 0 1 1 1 0 1 0 1 0 1 0 1 }

{1 0 1 0 1 0 1 0 1 0 1 0 1 }

{1 1 1 1 1 0 1 0 1 1 1 0 1 }

{1 0 0 0 0 0 1 0 0 0 1 0 1 }

{1 1 1 1 1 1 1 1 1 0 1 1 1 }

Monster will start in [10][8] (with top left being 0,0)

Player will start in [0][12]