Program Requirements

1. Player can walk 4 directions using keys input.
2. Player doesn’t cross the walls.
3. When reaching the end, maze declared completed.
4. Program can load several different mazes.
5. Games are timed.
6. Times are added to the high scores table.
7. High scores table can be easily accessed by the user.
8. User can input a name when a score is reached.
9. Different mazes have different high scores tables.

Bonus:

1. Several users can play at once.
2. Mazes can be randomly generated.