Maze00 -> Time elapsed: 33.1193950176239

start\_point = (15, 73)

end\_point = (146, 73)

Maze01 -> Time elapsed: 23.430396556854248

start\_point = (8, 1)

end\_point = (154, 81)

Maze02 -> Time elapsed: 11.326009750366211

start\_point = (49, 98)

end\_point = (49, 49)

Maze03 -> Time elapsed: 16.25506615638733

start\_point = (14, 83)

end\_point = (92, 18)

GridMap -> Time elapsed: 95.54018950462341

start\_point = (20, 16)

end\_point = (181, 84)