**the-o-mazing-caml**

CS 51 Alternative Project

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Progress Report – 4/21

Progress:

* Implemented maze generation
  + Created cell module and maze functor
  + Implemented square maze with square cells
* Implemented drawing features using Graphics module to render maze for user

Code: (see https://github.com/al5250/the-o-maze-ing-caml)

Next Steps:

* Original Scope
  + Implement maze solving using recursive backtracking
  + Put drawing features in a separate module/add new layer of abstraction
* Possible Extension (not in original scope) - User Interface (if time allows)
  + Option to select difficult of maze
  + Option to create either rectangular or square maze