Binary Tree Algorithm

This is a very simple algorithm that chooses between carving east or north on each cell and through doing this on every cell it will

Dijkstra’s Algorithm

Dijkstra’s algorithm measures the shortest distance between some starting point (which we specify), and every other cell in the maze. In a nutshell, it works by flooding the maze, starting at that point we chose. The longer it takes the flood to reach a cell, the farther that cell is from our starting point.

Aldous Broder Algorithm

The idea is just this: Start anywhere in the grid you want and choose a random neighbour. Move to that neighbour, and if it hasn’t previously been visited, link it to the prior cell. Repeat until every cell has been visited.

Key Data Structures and Concepts

* Each cell was represented as Clojure map with the keys North, East, South and West with a value of 0 for a wall in that direction and a 1 for no wall
* Each row was a collection of cells

Algorithms Used

How Clojure Was Used and Contrasts With OOP

Testing

References

Maze Generator and Solver in Clojure  
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