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**Motivation**:

We believe that we did well on creating the visual for the graph every time there was a move, but while ASCII depictions of the matrix was fun, I think it would be better in terms of visuals if we implement a turtle window for the user to perceive the movements better. We feel need to clean up the logic in order to avoid redundancy if we can, but the most important part is that we want to provide a graphical user interface.

**Purpose**:

Our software is an extension of the Backtracking Cave assignment given to us prior to this final project. The user will be able to visualize the computer logic and how it is trying to find the treasures.

**Audience**:

The intended audience is anyone interested in how computer applications can make use of logical statements and data structures in backtracking. We subconsciously use stacks in our everyday life, and backtracking to find a particular object is a perfect example.

**Instructions**:

**Design**:

We are going to keep the basic logic files with the same data structures for the current Backtracking Cave project, but we will need to create a GUI class that will allow us to control the GUI itself and how the user gets to interact with it.

**Enhancement:**

**Functionality:**

**Files:**

**Utilized Data Structures:**

**Big O Analysis:**

**Resources:**

**Challenges:**

**Testing:**

**Errors:**

**Measures and Assessment:**

**Video:**

**Summary:**