* Describe the state of your project, what works and what doesn’t.  
    
  Currently, everything works based upon the requirements, as far as I know. I did a lot of testing too. Towards the beginning of the assignment we were supposed to hard code the default cave. I used this cave for a lot of my program but at the end, since we are supposed to be reading from file input and I had different caves stored in the files, I no longer had any need for this constructor, but it is still there for requirement purposes. I had to make a lot of changes along the way as I noticed things. The program wouldn’t work for multiple paths, but I think that may be the nature of the way we have to solve this problem without recursion or backtracking.
* Describe how you tested your program, including tests that made you rethink your code. Include the layout you used.  
    
  I used print statements throughout my methods so much to tell what the heck was going on and where things were going wrong a lot. I also created a cave that purposefully does not work as one of my test cases to make sure the program is capable of finding if there is not a path, as well as if there is a path. I’m not sure what is meant by the layout, but I used system.out.print and .txt files as input for testing, such as “badCave.txt”. The the bogus cave I purposefully made the path run into a wall just before finding the mirror pool.
* In a sentence or two, what did you learn?  
    
  I learned a lot about how to brainstorm ideas and think about how to solve this problem. I learned that this sort of problem is something called a “Depth First Search”? Maybe I am slow to get to it but I thought about this problem, specifically the solve method algorithm, for multiple hours before I realized I was thinking about the whole problem incorrectly. I was thinking about it in a way that basically checked all the possible “movements” but for some reason it was so hard to think about for me until I had a breakthrough when I started thinking about the checks as literally moving through the path until I found P. I never actually altered the contents of the array however in my solution.
* In a sentence or two, what did you like about this project?  
    
  One thing I enjoyed about this project is that it reminded me of the basics of a game. There were many web based games I played when I was younger that could definitely be created with the use of a 2d array while navigating it. Obviously they weren’t all created that way but that element of creation could be used. I liked that I learned be researching things like a depth first search, and I can’t remember the name of the others, but it is a new world of algorithms.
* In a sentence or two, what did you find confusing or would like to see done differently regarding this project?  
    
  Oh I found this project very confusing. Not on the rules but just in figuring out how to complete it with the given restrictions. I think maybe just a little bit more guidance on how to get started. Other than that the directions made since besides one more thing. Step 7 says to print both the starting and final matrix, but mine never changed, so that step kind of tweaked me out since my solution didn’t have anything to do with changing the array.
* In a sentence or two, if you had another hour or two, what would you like to add to the project or how would you do things differently?  
    
  I struggled to think of anything I would add to this assignment, but after a while I thought that perhaps it would be cool to take caves that had an incomplete path, or no path, and write an algorithm that would complete the path, or find the shortest path from M to P. Differently, I would just give myself more time to think about how I am going to solve the problem before I start. Also looking at steps further down the page helps with the steps prior in some cases and helps you think differently and potentially more appropriately.