Homework 02 Review for Group 16

General Feedback
- In general, this notebook seems well coded, formatted and everything runs smoothly

Task 01
- Missing Docstrings, although you've provided extensive comments - still nice to have them
- Cool idea to use the recursive backtracking algorithm to create random mazes
- Why exactly has the size to be odd in order for the agent to find a goal?

Task 02
- Legend of the different colors used in the gridworld would be helpful, otherwise really nice visualization - almost looks like a real board game (really cool!)
- General description and returns within the docstrings are missing
- Maybe use the clear_output function at the beginning of each episode to not clutter the notebook output
- Only one-step Sarsa is implemented
- It seems as if the agent cannot move through the white tiles. Therefore, in some cases, the agent is trapped and can't reach the goal
- Apart from that, everything works nicely. Well done! :)