var squareMaze=new Array(mazeSizeY);

if(squareMaze[Y][X] == 'wall') {

// //var divTemp = "#" + wallLocation[i];

// //$divTemp = $(divTemp);

// $divTemp.addClass('wall');

// $divTemp.addClass('inaccessibleByCat');

// $divTemp.addClass('inaccessibleByMouse');

// }

// string = 'squareMaze = new Array(mazeSizeY);';

// output += "\r\t\t\t" + string;

// string = 'for (var Y = 0; Y < mazeSizeY; Y++) {';

// output += "\r\r\t\t\t" + string;

// string = 'squareMaze[Y] = new Array(mazeSizeX);';

// output += "\r\t\t\t\t" + string;

// string = 'for (var X = 0; X < mazeSizeX; X++) {';

// output += "\r\t\t\t\t" + string;

// string = 'squareMaze[Y][X] = "path";';

// output += "\r\t\t\t\t\t" + string;

// string = '}';

// output += "\r\t\t\t\t" + string;

// string = '}';

// output += "\r\t\t\t" + string + "\r";

Map1

// squareMap[0][3] = "wall";

// squareMap[0][9] = "wall";

// squareMap[0][13] = "wall";

// squareMap[1][0] = "wall";

// squareMap[1][1] = "wall";

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Map5

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Map6

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// squareMap[3][12] = "wall";

// squareMap[4][2] = "wall";

// squareMap[4][4] = "wall";

// squareMap[4][9] = "wall";

// squareMap[5][0] = "wall";

// squareMap[5][2] = "wall";

// squareMap[5][4] = "wall";

// squareMap[5][6] = "wall";

// squareMap[5][7] = "wall";

// squareMap[5][8] = "wall";

// squareMap[5][9] = "wall";

// squareMap[5][10] = "wall";

// squareMap[5][12] = "wall";

// squareMap[5][13] = "wall";

// squareMap[6][0] = "wall";

// squareMap[6][10] = "wall";

// squareMap[7][0] = "wall";

// squareMap[7][1] = "wall";

// squareMap[7][3] = "wall";

// squareMap[7][4] = "wall";

// squareMap[7][5] = "wall";

// squareMap[7][6] = "wall";

// squareMap[7][7] = "wall";

// squareMap[7][8] = "wall";

// squareMap[7][12] = "wall";

// squareMap[7][13] = "wall";

// squareMap[8][5] = "wall";

// squareMap[8][8] = "wall";

// squareMap[8][10] = "wall";

// squareMap[8][11] = "wall";

// squareMap[8][12] = "wall";

// squareMap[9][1] = "wall";

// squareMap[9][2] = "wall";

// squareMap[9][3] = "wall";

// squareMap[9][5] = "wall";

// squareMap[9][7] = "wall";

// squareMap[9][8] = "wall";

// squareMap[9][9] = "wall";

// squareMap[9][10] = "wall";

// squareMap[10][7] = "wall";

// squareMap[10][12] = "wall";

// squareMap[11][0] = "wall";

// squareMap[11][2] = "wall";

// squareMap[11][3] = "wall";

// squareMap[11][5] = "wall";

// squareMap[11][9] = "wall";

// squareMap[11][11] = "wall";

// squareMap[11][12] = "wall";

// squareMap[12][0] = "wall";

// squareMap[12][2] = "wall";

// squareMap[12][3] = "wall";

// squareMap[12][5] = "wall";

// squareMap[12][7] = "wall";

// squareMap[12][9] = "wall";

// squareMap[12][11] = "wall";

// squareMap[12][12] = "wall";

// squareMap[12][13] = "wall";

// squareMap[13][0] = "wall";

// squareMap[13][2] = "wall";

// squareMap[13][7] = "wall";

// squareMap[13][9] = "wall";