09/10/2023 - set up gitlab and created first Driver test.

17/10/2023 - Created functional main menu

24/10/2023 - discovered JFrame through javafx tutorial videos such as https://www.youtube.com/watch?v=-IMys4PCkIA

25/10/2023 - created the borders for the maze

25/10/2023 – integrated SWING and Scenebuilder

26/10/2023 - created working JPanel

28/10/2023 – Created start and end nodes

29/10/2023 – Passed testing on start and end nodes

04/11/2023 – Created method to remove borders

07/11/2023 – Created Direction ENUM class

16/11/2023 - created starter UML

16/11/2023 – created new adapter class called colour

16/11/2023 – created new exception class called InvalidColourException

19/11/2023 – created adapter methods to convert between color and string

23/11/2023 – recursive backtracking method created

02/12/2023 – GUI changed so rec backtracking can be selected

21/12/2023 – BFS algorithm creation started

14/01/2024 – BFS algorithm works sometimes

17/01/2024 – BFS algorithm fully functional but slow

20/01/2024 – BFS fully functional and optimised

20/01/2024 – created README file

22/01/2024 – Debugged GUI

06/02/2024 – started on Dijkstra’s algorithm creation

18/02/2024 – Dijkstras searches fine but throws exceptions

19/02/2024 – Dijkstras created and fully functional

21/02/2024 – A\* algorithm started

14/03/2024 – A\* finished – reason for long development was due to an unexpected hospitalisation

28/03/2024 – Added incorrect path counter for each algorithm

29/03/2024 – Created timer to determine completion time