

Lab 11

```
running...
Sorry for the lack of UI
type: x, q, ESC to quit
To move: w is up, s is down, a is left, d is right
activate auto mode by typing A
to get out of auto mode type m
to increase the size of the maze go to the top,
change the int size to an odd int
i'm still working to perfect the maze generator
if you have any questions feel free to contact me
```



