Maze generation: uses depth first search with backtracking algorithm

Pathfinding: aStar

Creating 1 or more extra paths: get a random node alongside the calculated path found by a-star and create a l shaped corridor so we have multiple pathways.

Color stripes:

Green is a pathway from one tile to another

Blue is a pathway that Is created to generate more possible roads

Black is a wall!

Color Tiles:

Green is start point pathfinding

Red is endpoint pathfinding

Yellow are the tiles generated for the fastest path using a-star

