Maze Generation

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This program uses a randomized version of the depth-first search algorithm to generate a maze of size *n* and difficulty *d*. The main function controls the rest of this program, so this is the only function that needs to be called in order to generate a maze. Descriptions of the created functions are listed below.

I also put this on GitHub so you can read more about the functions there:

https://github.com/RyanSchw/MazeGeneration