1. The vertices will be each individual cell in a maze. The edges mean that there is no wall between two neighboring cells and it is possible to travel between the two cells. To generate a maze, we will use a depth-first algorithm, but instead of finding and traversing edges, we will create edges between the current cell and a neighboring cell. We also need to make sure there is only one path between any two vertices.

2. The vertices and edges will still have the same meaning as (1) above. To solve the maze, assuming the maze is a perfect maze by the definition of project 1, do a depth-first traversal of the graph, starting from the starting cell, record the path we took in the traversal, and stop the traversal once we arrived at the ending cell. The path is the solution to the maze.