

CS 314: Final Project
Procedurally generated maze solving
By Yusdel Lorenzo

The motivation for this project was my interest in how advancements in artificial intelligence has rapidly grown over the years. When playing a video game or driving a car we all use thousands and thousands of bits of information that exist and change in the environment which helps us reach our goal. When this process is brought down to a 2D maze we can see how the decisions we make are very impactful.

In conclusion, I believe this project shows how with just a few bits of information a task that would take a person minutes only takes the computer seconds. I am looking forward to see how advancements in artificial intelligence and the field of computer science affects the world we live in.