

Code kata – Maze Walker

Goal

Extend a program which, given an input string which represents a maze, will guide an entity through the maze from start to finish. The program currently has a solution which only works in certain types of mazes. Your job is to make this work in any 2D maze.

The current solution is messy, doesn't follow any sensible coding principles (e.g. SOLID) and is completely untested. You are encouraged to refactor the code as you see fit, but you must abide by the constraints outlined below.

Input

A text file representing the maze. Two mazes are provided as examples in the zipped folder. [maze1.txt](#) is an example of a maze where the current solution succeeds. [maze2.txt](#) is an example of a maze where the existing solutions fails to find the exit.

Output

You should print out some information to the console (or using some other suitable mechanism) for each step made by your entity. Bonus points for making it easy to see what's going on. Example output in [output1.txt](#). Currently the program only outputs the x,y position of the dumb entity at each step.

Constraints

- Both maze walkers, new and old, should be demonstrably correct, e.g. through automated testing.
- You can edit the DumbMazeWalker class, but you must not change the way in which it ultimately traverses the points in the maze. You can change the output function if you want, though.
- You should version control your changes so that we can view your approach to working with the solution.