



### Testing:

I chose not to make a complex map, which makes for easy testing and grading. There is only one correct path, and one can only move to the next node or the previous node. It is, however, not linear (there are four directions). One can verify the maze works by entering the following commands:

e  
n  
e  
e  
s  
w

Entering any other direction will either take you back a node (if it is the direction from where you came) or tell you that isn't a valid direction.