Important Functions

distance : Calculates the Manhattan Distance

addNeighborsToOpenList : Specifies the allowed neighbors for a current state to go. It should't be diagonal, blocked by a wall, or out of boundaries.

findPathTo: Returns the path found by choosing the lowest f between neighbors in the open list.

f=g+h : "g" is the cost by far, which is the cost from current state to a node.

"h" is the cost from a state to the goal state.

The maze is defined in main, -1 stands for blocked states and 0 is for free states.