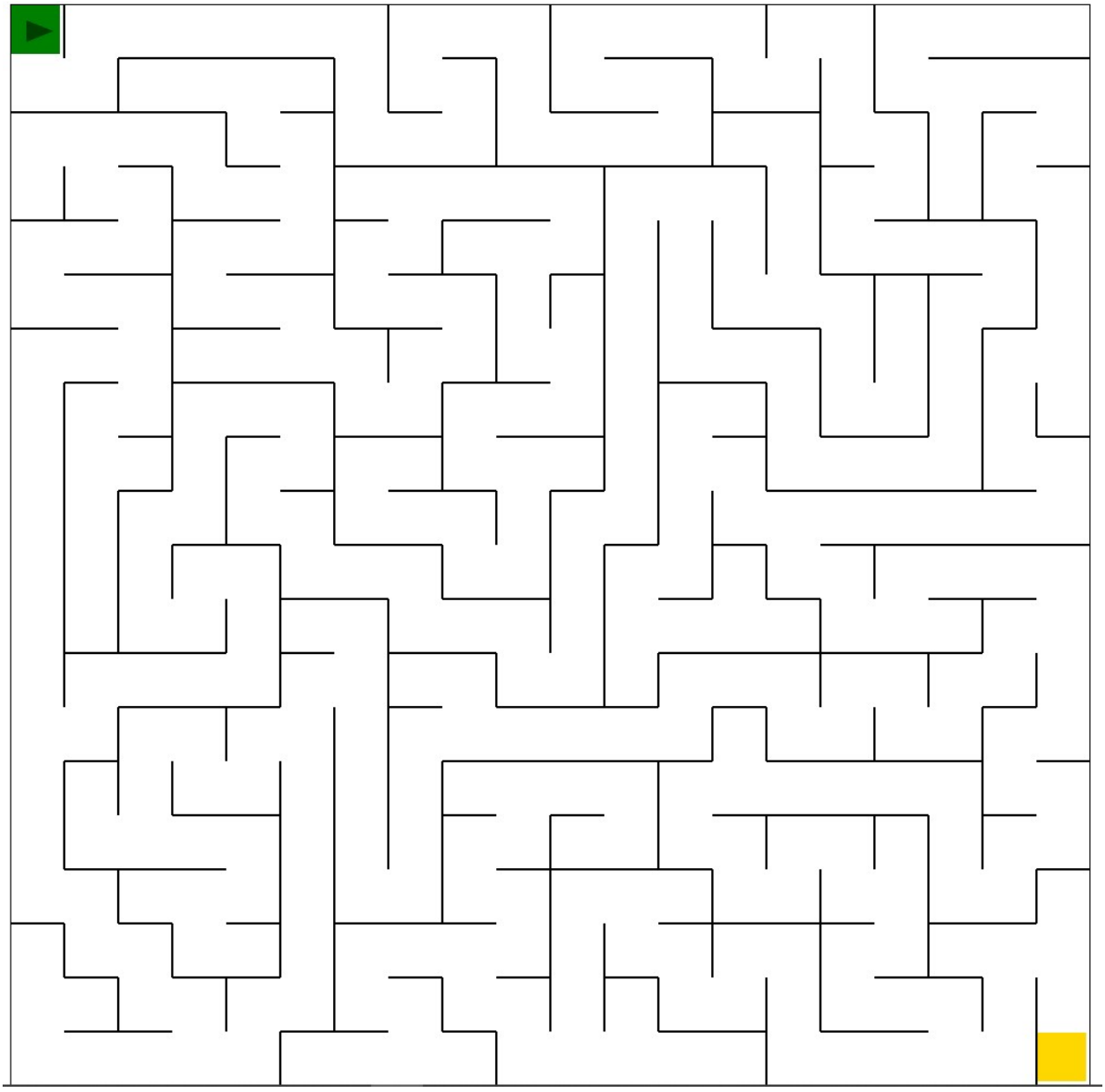
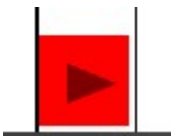
Guide The Mouse To the Cheese!



In this 20*20 maze, the mouse (represented as a gray triangle starting on the green tile), must find his way to the cheese (the yellow tile). Guide him through the maze by either using the arrow keys or the WASD keys.

When you reach the cheese, the tile will turn red, implicating that you have solved the maze



Notes:

The maze construction was done using Depth First Search in which the algorithm creates a randomized path and walls in-between. Every tile in the maze should be reachable by the mouse.

Changed the size of the maze cause some trouble. The program is designed around a 1000:20:20 canvas size to number of rows and columns ration, and webgl has a -1:0:1 ratio in size, there are a few numbers you may need to change around if you want to change the size of the maze successfully:

```
195         this.center = vec2(-.95+.10*this.col,.95-.10*this.row)
196         this.vertices = [
197             vec2(this.center[0]-.02,this.center[1]+.02),
198             vec2(this.center[0]+.03,this.center[1]),
199             vec2(this.center[0]-.02,this.center[1]-.02),
200         ]
```

The center column and row scalar may need to change with the size of the maze

The vertices which hold the triangle might also need to be shrunk if you want to decrease the maze size

```
332     let newmaze = new maze( size: 1000,  rows: 20,  cols: 20)
333     newmaze.generate()
```

When initializing the maze, there are three parameters the object takes in. These can be changed in order to run the maze with different sizes