Maze Gameplay by Karl Obermiller, CJ Oka

You are the magenta cell, and you are trying to get to the green end cell.

Key commands:

* Press “r” to get a regular maze
* Press “y” to get a more horizontally inclined maze
* Press “t” to get a more vertically inclined maze
* Press “v” toggles on and off showing the cells you’ve visited
* Press directional keys to move the player
* Press “d” solves the maze depth first
* Press “b” solves the maze breadth first
* Press “c” to toggle the construction animation when generating a new maze
* Press “i” to skip the solving or construction animations
* Press numbers 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 to change the weight for horizontal/vertical mazes
  + Meaning more or less horizontal/vertical