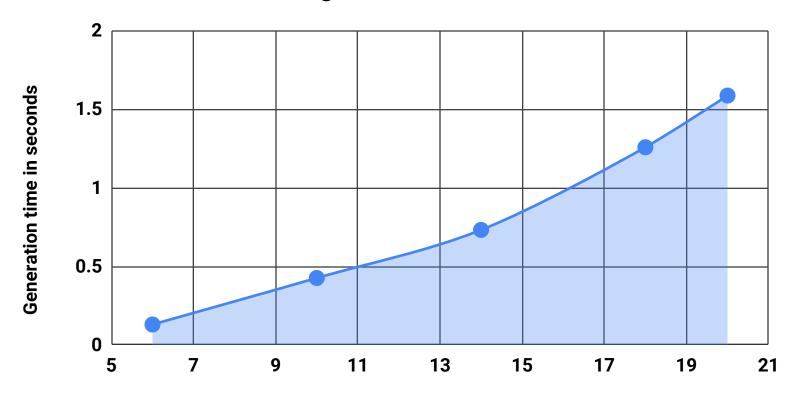
## 100 maze generation time vs size



Square-maze side length