Micromouse-Maze : Assignment Report

Title: Micromouse Maze Game

Objective: To design and implement an interactive maze game using HTML, CSS, and JavaScript, showcasing the BFS algorithm for pathfinding within a grid-based maze.

Key Features:

- **Custom Maze Design**: Users can add or remove obstacles.
- **Interactive Controls**: Define start and destination points, visualize the shortest path.
- **Algorithm Support**: Implements Breadth-First Search (BFS) for pathfinding.
- **Responsive Design**: Fully functional on both desktop and mobile browsers.

Technologies Used:

- **HTML**: Structuring the grid and controls.
- **CSS**: Styling the grid and responsive layout.
- **JavaScript**: Game logic, BFS algorithm, and animations.

Learning Outcomes:

- Practical understanding of the BFS algorithm.
- Real-time user interaction with grid-based applications.
- Debugging and optimizing JavaScript applications.

Live Demo Links: https://sp201004.github.io/Micromouse_Maze/

⊕ **sp201004 - Overview**