To play the game:

Once the maze is constructed, press ‘b’ to perform breadth first search.

Press ‘d’ to perform depth first search.

If you want to create the same maze again, press ‘r’.

If you want to create a new random maze, press ‘n’.

If you want a new random maze with horizontal bias, press ‘h’, for a new random maze with vertical bias, press ‘v’.

If you want to play the maze manually, press ‘m’ to enter manual mode. Then press the ‘up’, ‘down’, ‘left’ or ‘right’ keys to traverse the maze. Press ‘m’ again to toggle out of the manual mode. Inside the manual mode, you can use ‘n’ to create a new random maze or press ‘r’ to play the same maze again.

If you choose not to view the visited cells, press ‘s’. Press ‘s’ again to view the visited cells.

In this assignment, all the extra credit except the hexagonal maze has been implemented.