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| --- | --- | --- | --- |
| Maze | Date | Why | Result |
| All 0 Maze | November 23rd, 2009 | -To test if maze will stop; no solution | Failed |
| All 0 Maze | November 23rd, 2009 | -To fix the errors from previous test | Successful |
| All 1 Maze | November 23rd, 2009 | -To test if maze will stop; no solution | Failed |
| Single-line maze | November 24th, 2009 | -basic test to see if mouse will reach cheese; no obstacles | Successful |
| Single-line path with many dead-ends | November 24th, 2009 | -To test if backtrack will work with many consecutive dead-ends | Failed |
| Same as above | November 24th, 2009 | Same as above | Successful |
| Only one possible pathway maze | November 25th, 2009 | To test if mouse can successfully find cheese when there is only one possible pathway | Successful |
| Double-pathway dead end maze | November 25th, 2009 | Each dead-end has ANOTHER dead-end in it; another trial test to see if mouse can go through maze with many different dead-ends | Successful |
| ‘E’ shaped maze  0 0 0 0  0 1 1 1  0 0 0 0  0 1 1 1  0 0 0 9 | November 25th, 2009 | To test if mouse will visit every possible path, and can retrieve cheese no matter where it is | Successful |
| ‘Circle’ Maze | November 25th,2009 | -Brief test to see if mouse will visit every 0 there is to find cheese | Successful |
| 0 0 0 0 0 0 0 0  0 0 0 0 0 0 0 0  1 1 1 1 0 1 1 1  9 0 0 0 0 0 0 0 | November 25th, 2009 | -Brief test to see if mouse will not get stuck by its own backtracking | Successful |