Maze Mayhem Programmer/Class Manual

Overview:

- Program considers a maze (file of 1s, 0s, and E) to create an ADT that will get a maze, navigate through the maze, and find the exit or if you are free or trapped. It used the classes Maze, Position, and Stack in order to do so. Explanations can be found in the files for each component.

re_maze.h / re_maze.t:

- Maze ADT, contains functions and variables (using Stack and position) to act as a maze controller.

Stack.h / Stack.t

- Stack ADT, a stack list inheriting positions to operate.

position.h / position.t:

- Position struct, is a struct that acts as positions in the maze.

Thank you for using the Maze Mayhem program!