Known Bugs and Omissions
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Known Bugs:

1. After running the random jump search algorithm and then running a different search algorithm, the program will freeze. We were unable to replicate this bug but it seems to occur after multiple other algorithms have been run prior and the labyrinth has been altered (through wall creation and size changes) a number of times.

2. Sometimes depth-first search does not work correctly when running on a map large enough. When traversing up to get around a wall, sometimes it will begin moving right when it should still be traveling up.

Omissions:

1. The A* Search and Greedy Best-First Search algorithms were omitted from our final version, mainly because we didn't find the time needed to be able to implement them. We were planning on implementing these algorithms after our demo and presentation as we didn't know that would be the final version.

2. We were unable to merge our first and second version, implementing user controlled movement into the second version. However, we do have this feature available in our first version for use.

3. When moving from our first to second version we omitted the ability to save and load existing labyrinths due to a change in how labyrinths were generated. Rather than loading from a text file like in our first version, the second version generates an already made empty labyrinth that the user can modify in real time.

If we were to continue work on this project in the future, our primary goal would be to build a more visually appealing frontend. Our goal was functionality first but before a release this would be beneficial to implement. Additionally, we would increase the number of algorithms we have available to run and interact with. Finally, we would seek to remedy our existing bugs and develop a better test environment.