

# Report of session 3 : Maze resolution

Group 1 By Mensanh

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At the beginning, we presented everyone's homework. Each of us had to perform a specific test on the maze generation algorithms. After observing that all the tests were successful, we proceeded to discuss the maze-solving algorithms.

We reflected on two algorithms. The first one, which we called *Bottom-Right-First*, was based on the idea of always moving downward and to the right until we hit an obstacle, then backtracking to explore other paths. The reasoning behind this was that since the exit is located in the southeast corner, moving in that direction would bring us closer to the exit. However, we found this algorithm to be more time-consuming in certain cases compared to our second algorithm.

The second algorithm, *Breadth-First Search*, was the most efficient in terms of time, allowing us to solve the maze without unnecessary delays.

For the next session, everyone is tasked with individually writing a detailed explanation of the maze-solving algorithm and analyzing its complexity.