

	<h1>Micro-mouse contest</h1> <h2>The maze</h2>	<p>Section Euro STI2D</p>
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### The game

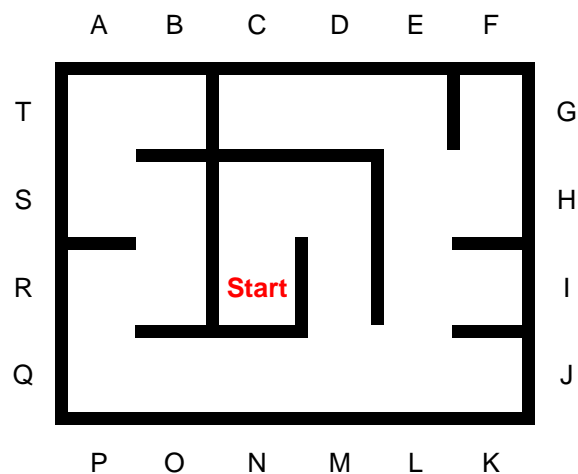
Your robot must go out of the maze as quickly as possible.

### The maze

The starting point is on the word "Start"

The potential exit gates have got a name ("A", "B", ...). We take out three gates and replace them by black tape.

To win your robot must cross one of the three exit gates hence one of the black tape.



### The strategy

Random Algorithm	This is by far the simplest way of solving a maze. You simply have your robot run around making a random decision to turn or not when it encounters an opening to the left or right. the only problem with this is that your robot may not find the exit quickly
Left / Right wall following	You can solve any continuous maze by following either the right hand or left hand wall. this will always get you out, unless the finish is an "island"
Branch and return Algorithm	Your robot will explore each branch of the maze. this algorithm requires that you "remember" when you come to a branch and begin to record your steps

You must think about a strategy that will allow you to win whatever the letters you take.