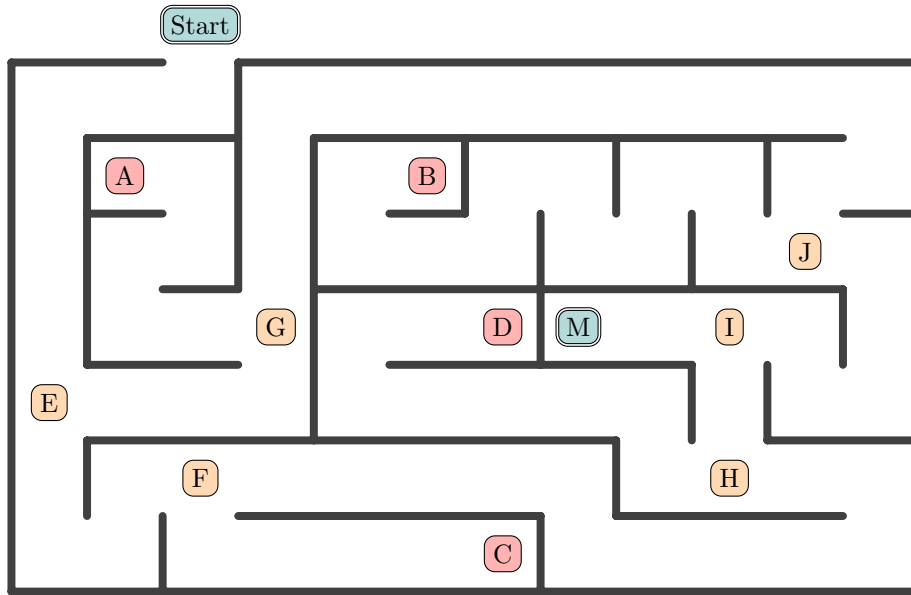


Mazes, Minotaurs and Maths

For each maze try and answer the following

1. What does the graph look like?
2. How many routes are there?
3. What are the weak nodes?

Maze 1



A

B

G

J

Start

E

I

M

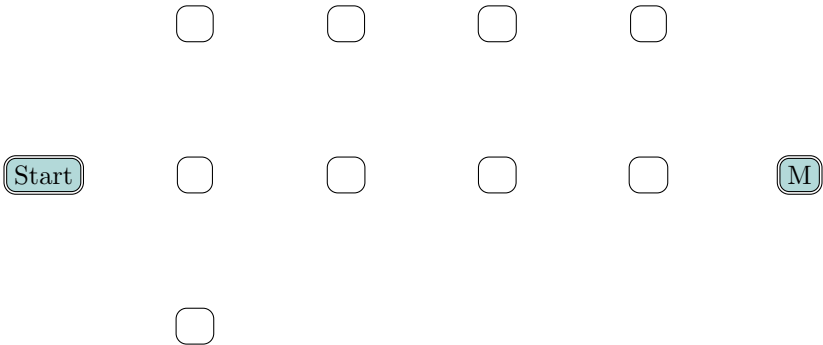
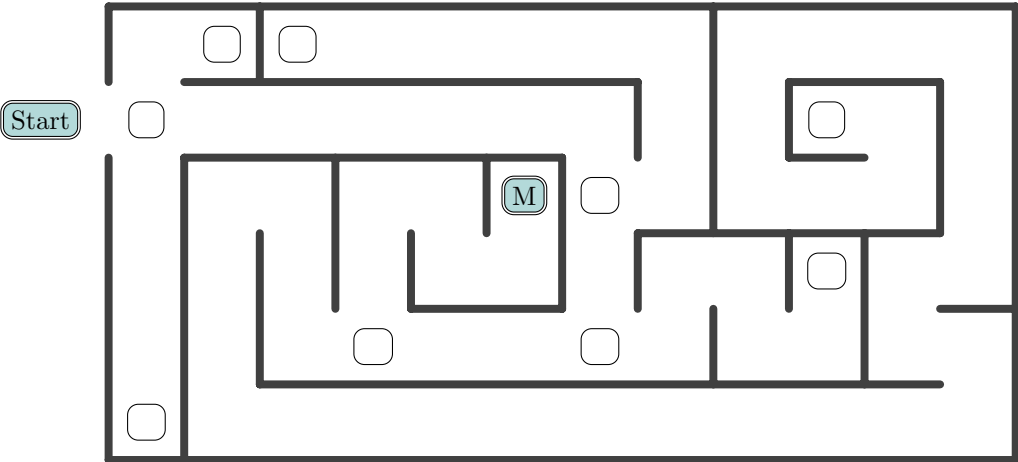
F

H

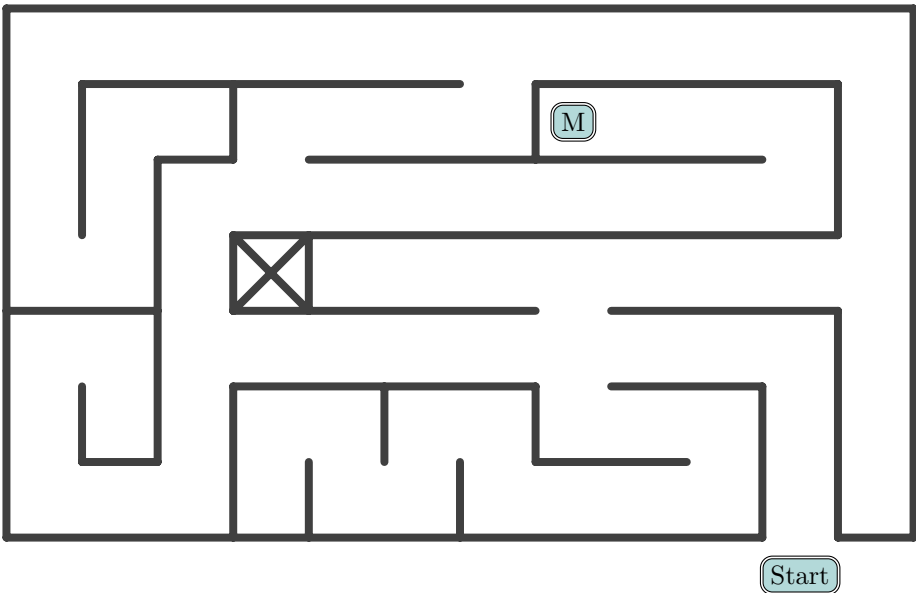
C

D

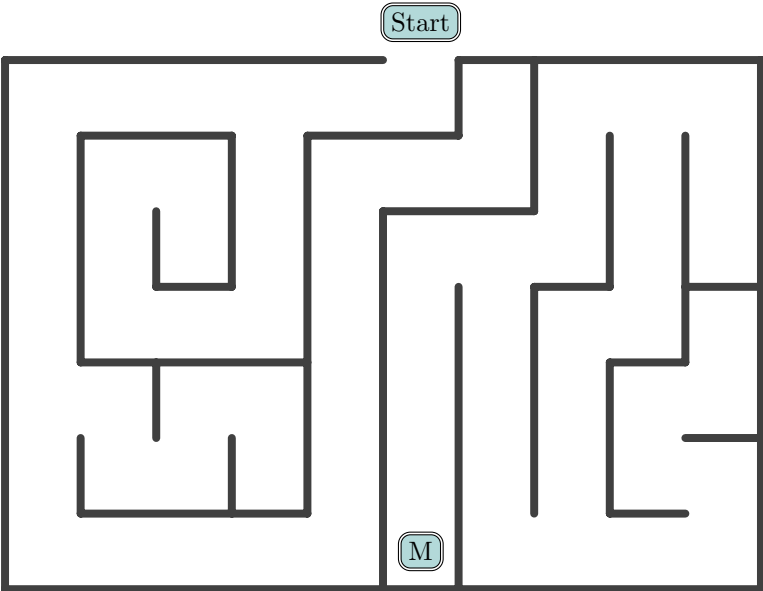
Maze 2



Maze 3



Maze 4



Extension problem - Maybe you've heard of the wall follower algorithm for solving a maze. It goes something like - put your right hand on the wall of the maze and walk round the maze keeping that hand on the wall. In most cases that work well but in some cases it'll fail. Can you build such an example?