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WALL LIST
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Randomized Prim's Algorithm

- Start with a grid full of walls.

- Pick a cell, mark it as part of the maze.
  Add the walls of the cell to the wall list.

- While there are walls in the list:

    - Pick a random wall from the list.
      If only one of the cells that the wall divides is visited, then:

        - Make the wall a passage and mark the unvisited cell as part of the maze.

        - Add the neighboring walls of the cell to the wall list.

    - Remove the wall from the list.

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Randomized Prim's Algorithm from
https://en.wikipedia.org/wiki/Maze_generation_algorithm

Based on Orestis Zekai's maze generator
https://medium.com/swlh/fun-with-python-1-maze-generator-931639b4fb7e

ASCII fire by jb https://hopemoji.com/text-art-ascii/fire/

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