```
.__                                                          __  .__
|  |__  __ __  _____ _____    ____    ____  ____   _____ ______  __ ___/  |_|__| ____    ____
|  |  \|  |  \/     \\__  \  /    \  _/ ___\/  _ \ /     \\____ \|  |  \   __\  |/    \  / ___\
|   Y  \  |  /  Y Y  \/ __ \|   |  \ \  \___(  <_> )  Y Y  \  |_> >  |  /|  | |  |   |  \/ /_/  >
|___|  /____/|__|_|  (____  /___|  /  \___  >____/|__|_|  /   __/|____/ |__| |__|___|  /\___  /
     \/           \/     \/     \/       \/           \/|__|                         \//_____/
```

```
. . . . . . . . . . . . . . .

. . . . . . . . . . . . . . .

. . . . . . . . . . . . . . .

. . . . . . . . . . . . . . .

. . . . . . . . . . . . . . .

. . . . . . . . . . . . . . .
```

```
WALL LIST
```

```
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.

```
 ,.   (   .      )        .      "
   ("     )  )'     ,'        )  . (`     '`
 .; )  ' (( (" )    ;(,     ((  (  ;)  "  )"
 _".,  ,._'_.,)_(..,( . )_  _' )_') (. _..( '..jb
```

ASCII font "Graffiti" http://patorjk.com/software/taag/

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/

Made in the context of Special Issue 17: Productive Play
XPUB™