The maze package*

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The maze package can generate random square mazes of a specified size. You need to start from the bottom-left corner and reach the top-right corner to play it.

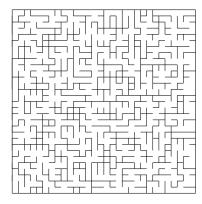
 $\mbox{maze} \{\langle size \rangle\} [\langle seed \rangle]$ is the syntax of the command that generates a maze. Thereinto

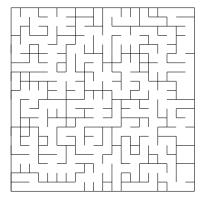
 $\{\langle size \rangle\}\$ controls the density of the walls inside the maze and directly influences its complexity. It must be a positive integer greater or equal to 2.

To have the package produce a satisfactory outcome, it is recommended to input a number between 20 and 30 into {(text)}. Over large numbers may cause T_EX to exhaust its capacity and fail to produce anything.

 $[\langle seed \rangle]$ is an optional parameter that specifies the seed for random numbers. If it is omitted, the current time (minute) will be used as the seed instead.

As an example, the following can be created by maze30[4] and maze20[6] respectively.





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