



mp_traversals and mp_mazes

- mp_traversals
 - Vertex Set : The pixels are the vertices
 - Edge Set : There is an edge between every n/s/e/w pixel unless the color change exceeds the tolerance
 - There are several graphs here depending on the tolerance
- mp_mazes
 - Vertex Set: The squares in the maze are the vertices
 - Edge Set: There is an edge between two vertices if canTravel() returns true
 - Once the maze is made this graph is a spanning tree of the graph with canTravel() returning true.