

The
Pragmatic
Programmers

MAZES

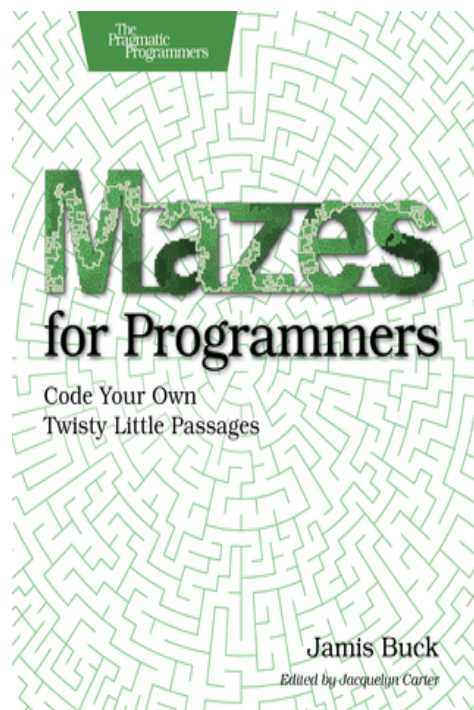
for Programmers

Code Your Own
Twisty Little Passages

Jamis Buck

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* Mazes for Programmers: Code Your Own Twisty Little Passages *



Books Details

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Books Descriptions

Unlock the secrets to creating random mazes! Whether you're a game developer, an algorithm connoisseur, or simply in search of a new puzzle, you're about to level up.

Learn algorithms to randomly generate mazes in a variety of shapes, sizes, and dimensions. Bend them into Moebius strips, fold them into cubes, and wrap them around spheres. Stretch them into other dimensions, squeeze them into arbitrary outlines, and tile them in a dizzying variety of ways. From twelve little algorithms, you'll discover a vast reservoir of ideas and inspiration. From video games to movies, mazes are ubiquitous. Explore a dozen algorithms for generating these puzzles randomly, from Binary Tree to Eller's, each copiously illustrated and accompanied by

working implementations in Ruby. You'll learn their pros and cons, and how to choose the right one for the job. You'll start by learning six maze algorithms and transition from making mazes on paper to writing programs that generate and draw them. You'll be



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