

## [14] Try it out!

1. Draw a simple visualisation of the maze game state:
  - Draw the underlying grid from the graph representation.
  - Draw players that are still in the game as squares of different colours depending on their team and a number in the middle of the square to show its playerID. Ignore players that have already lost.
  - Draw the button as a circle.
  - More advanced: draw other game state information, e.g. game tick, algorithm name for each player and their win status in a separate panel in the GUI.
2. Run the game with random players with visualisation to see what happens exactly.
3. Try out a different game state representation, e.g. a 2D array. How many things would you have to modify to get things to work correctly? Which representation is easier to implement? Which one is more efficient to execute? Which one do you think is easier to work with for AI algorithms?