

Rook Jumping Maze

presented by

Art Society and **COMPUTER SCIENCE**

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The computer-aided design of the Rook Jumping Maze is a beautiful blend of art and science. Whereas the computer optimizes the quality of the design, aesthetic considerations of the maze solving experience define the subjective measure of “quality,” and graphic design affects the human experience of the maze design. This maze design was created by the Department of Computer Science and then realized in this walkable acrylic version by the Art Society.

⇩Start⇩



Instructions: From each numbered square, one may move that exact number of squares horizontally or vertically in a straight line. **Starting at the rocket ship square “3” in the upper-left corner, find a path to the goal square marked “G”.** How many moves does the shortest path have?