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Journal Name:	British Journal of Mathematics & Computer Science
Manuscript Number:	Ms_BJMCS_26350
Title of the Manuscript:	Generation of Complex Picture Maze by Making Path along Pre-Positioned Image Dot Vertices New Title: Construction of Picture Maze along Set of Image Dot Vertices
Type of the Article	Original Research Article

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This journal's peer review policy states that **NO** manuscript should be rejected only on the basis of '**lack of Novelty**', provided the manuscript is scientifically robust and technically sound.

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PART 1: Review Comments

	Reviewer's comment	Author's comment (if agreed with reviewer, correct the manuscript and highlight that part in the manuscript. It is mandatory that authors should write his/her feedback here)
Compulsory REVISION comments	This paper represents a technique to generate a complex picture maze of English letters or symbols, which will eventually provide some meaningful message. Prior to publication, the following issues need to be addressed. 1. This paper does not provide any comparison with previously published papers. Hence, it does not clear the effectiveness of the proposed method compared with previous methods. 2. Algorithm finds Euclidean distance from current cycle (image dot, letter, symbol, or vertex) and cycle fulfilling minimal distance with no crossing lines criteria becomes next cycle. However, for reader's interest, it should be clearly mentioned that if more than one	1. This study is mainly based on the author's previous works [8]. So, sub-section 5.4 POINT OF THIS STUDY is added to explain the similarities and differences between the two emphasizing the point of this study. In addition, some individual qualitative comparison by eye were made with the results of [8]. The author has not seen studies of similar concepts so that direct comparison can be made. With the addition of 5.4, some expressions in abstract and conclusion have been revised. 2. Choosing one if more than two points satisfies the condition of "minimal" will not cause any problem. The one not chosen will be picked up sometime later and inserted into the path. This explanation is included in the revised paper. 3. In the revised paper, old [10] is changed to K. Ikeda and J. Hashimoto, "Stochastic Optimization for Picture Maze Generation," Jouhou Shori Gakkai Ronbunshi, Vol. 53, No.6, pp.1625-2634, 2012, in Japanese. https://dSPACE.jaist.ac.jp/dSPACE/bitstream/10119/10912/1/18003.pdf Accessed 2016/5/6 4. Accesses were tried and dates were updated to new ones in references of the revised paper. Old [7] disappeared in the Internet. So it is deleted. Since the old [8] is considered to include the concepts of old [7], there should be no problem. Since the old references [16] and [17] are well known, they are deleted from the references. Those can be found in Internet



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	cycle fulfills this criteria, then how the algorithm decides next cycle. 3. Reference [10] is incomplete. 4. References [1, 2, 5, 7, 13, 17] have different and old access dates while reference [16] does not have access date. Usually, access date should be close to current date, which ensures the existence of the web link.	anytime. But the version frequently changes. In addition, programming languages and tools are not usually listed in references Accordingly, references are renumbered as [8]-> [7], [9]->[8], [10]->[9], [11]->[10], [12]->[11], [13]->[12], [14]->[13], [15]->[14]. Old [16] and [17] are deleted.
<u>Minor</u> REVISION comments		
<u>Optional/General</u> comments		