Abdulrahman Abdulrahman, Brian Moran, Fares Easa, Khalid Masuod

CS440

10/20/20

Assignment 1: Heuristic Search

Objective: For this project we were tasked with creating a 2D discretized terrain grid that will support an A\* path finding Algorithm. The A\* algorithm will be run with three different heuristics in mind: uniform cost search, normal A\* search algorithm, and weighted A\* search