SLIDING IMAGE PUZZLE

(WITH A TIMER)

Supervised by:
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CONTENT

OUR TEAM
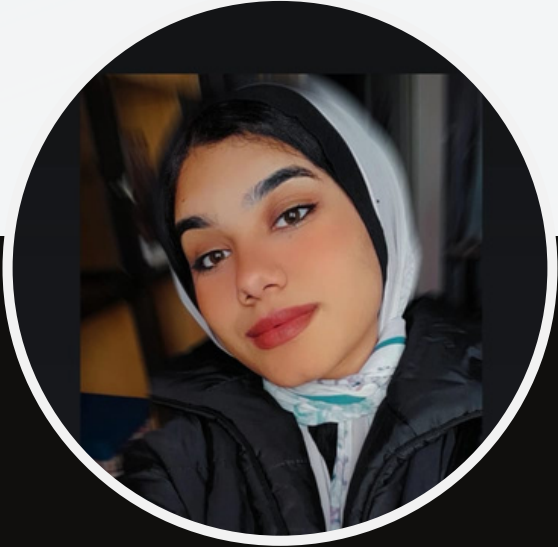
Hana Tarek
Ismael Mousa

Hagar Amr
Mohamed
Abdelghany
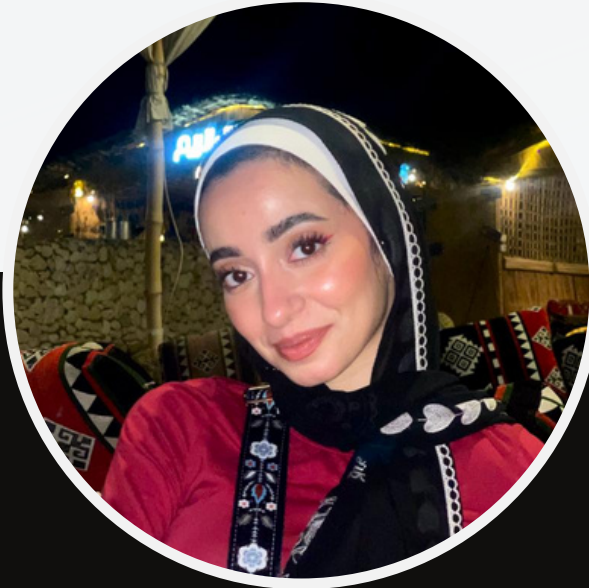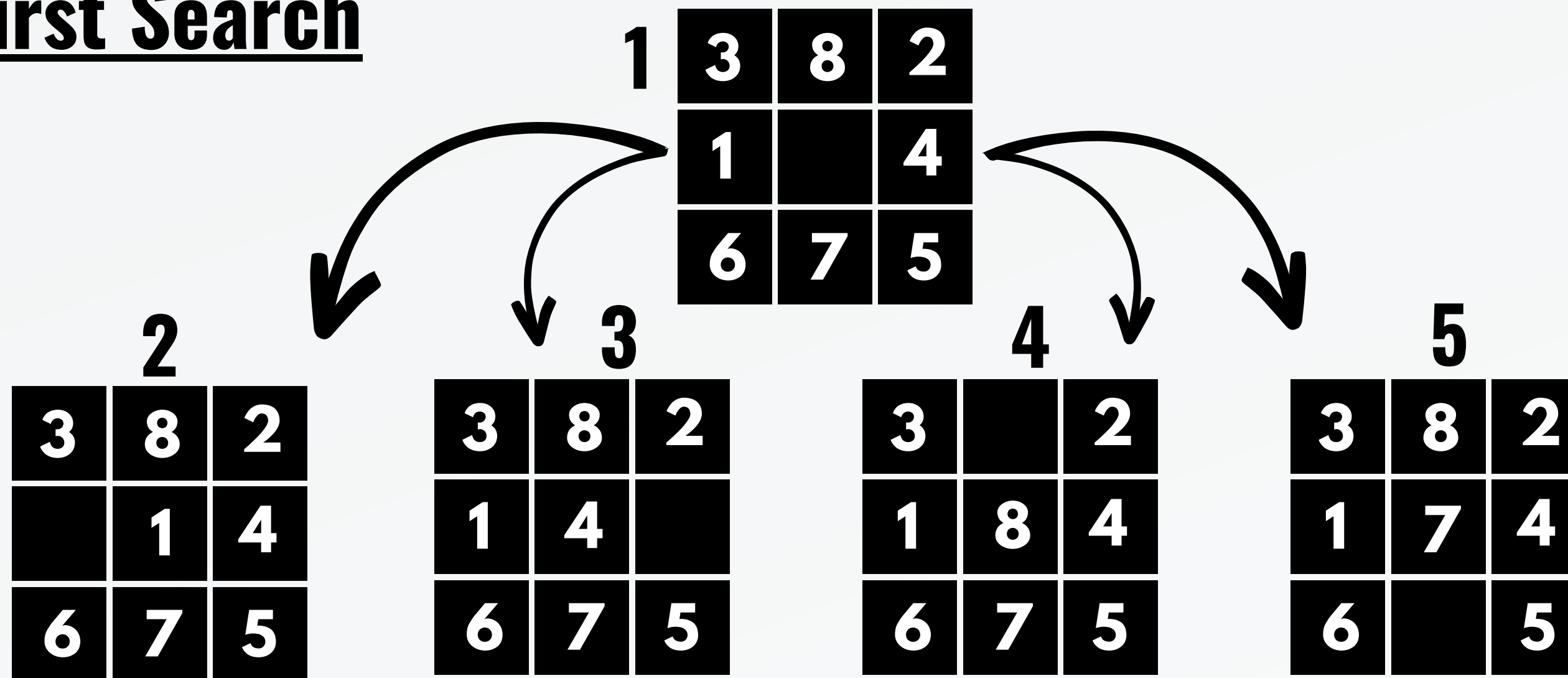
Lujain Ahmed
Kamal Metawee

Ahmed Khaled
Ahmed Shehab
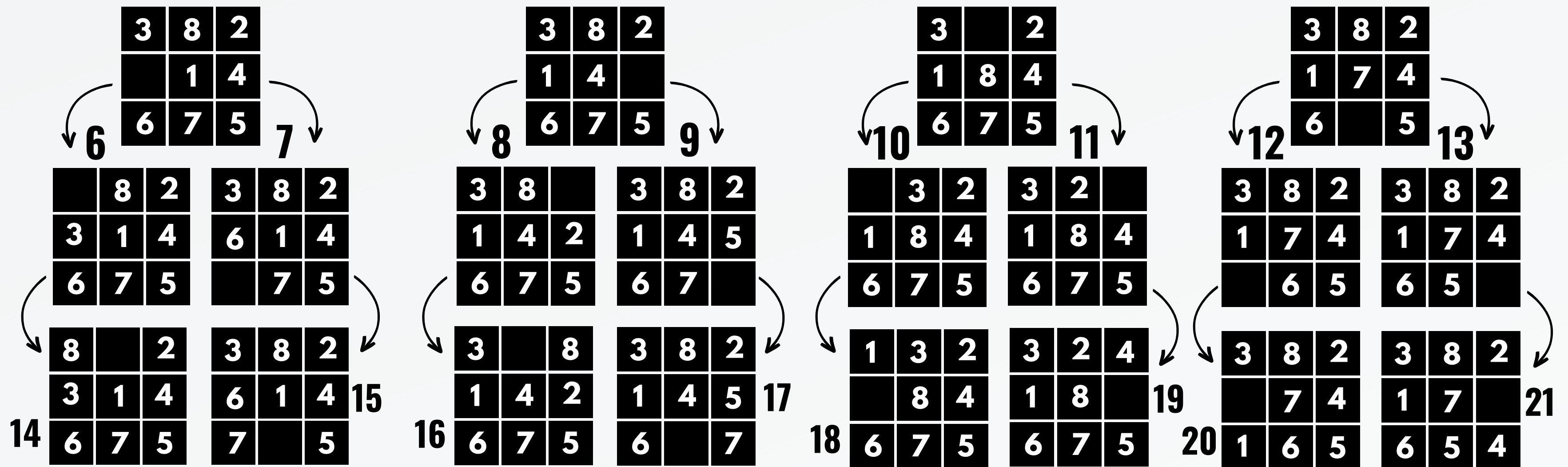
AI ALGORITHM

Breadth First Search

AI ALGORITHM Cont.

And so on until we reach our **GOAL**:

PEAS

- **P**erformance: Time taken, Number of moves and accuracy of the final solution.
- **E**nvironment: The game board and the puzzle pieces.
- **A**ctuators: Controls that allow player to move the puzzle.
- **S**ensors: Camera to detect the current state of the game.

ODESA

- **O**: Fully Observable
- **D**: Deterministic
- **E**: Sequential
- **S**: Static
- **A**: Single-Agent

PROJECT GUI