



## Project Proposal

Title

# Monkey and Banana

Submitted by:

Student Name	Student Email	Section
Shimaa Maroffe Mostafe Maroffe	<a href="mailto:Shimaamaroffe44@std.mans.edu.eg">Shimaamaroffe44@std.mans.edu.eg</a>	Sec 7
Ahmed Elabasy Elsayed Ebrahim	<a href="mailto:Ahmedabasy@std.mans.edu.eg">Ahmedabasy@std.mans.edu.eg</a>	Sec 1
Ahmed Yaser Nagah Mohamed	<a href="mailto:ahmedyaser12@std.mans.edu.eg">ahmedyaser12@std.mans.edu.eg</a>	Sec 4

### PROJECT STATEMENT:

A hungry monkey finds himself in a room in which find four paths to banana ,However he go in every path and check is the banana there in the end or what ,if it there he win and the game end , otherwise he go in the next path , the goal or the location of banana is random .

### PROJECT OBJECTIVES:

The goal is the hungry monkey reach the banana to be happy.

TOOLS:

**Breadth First algorithm**

REFERENCES:

[https://en.wikipedia.org/wiki/Monkey\\_and\\_banana\\_problem](https://en.wikipedia.org/wiki/Monkey_and_banana_problem)

<https://www.slideshare.net/ManjeetKamboj/monkey-banana-problem-in-ai>

<https://www.slideshare.net/hemak15/lecture-15-monkey-banana-problem>

