




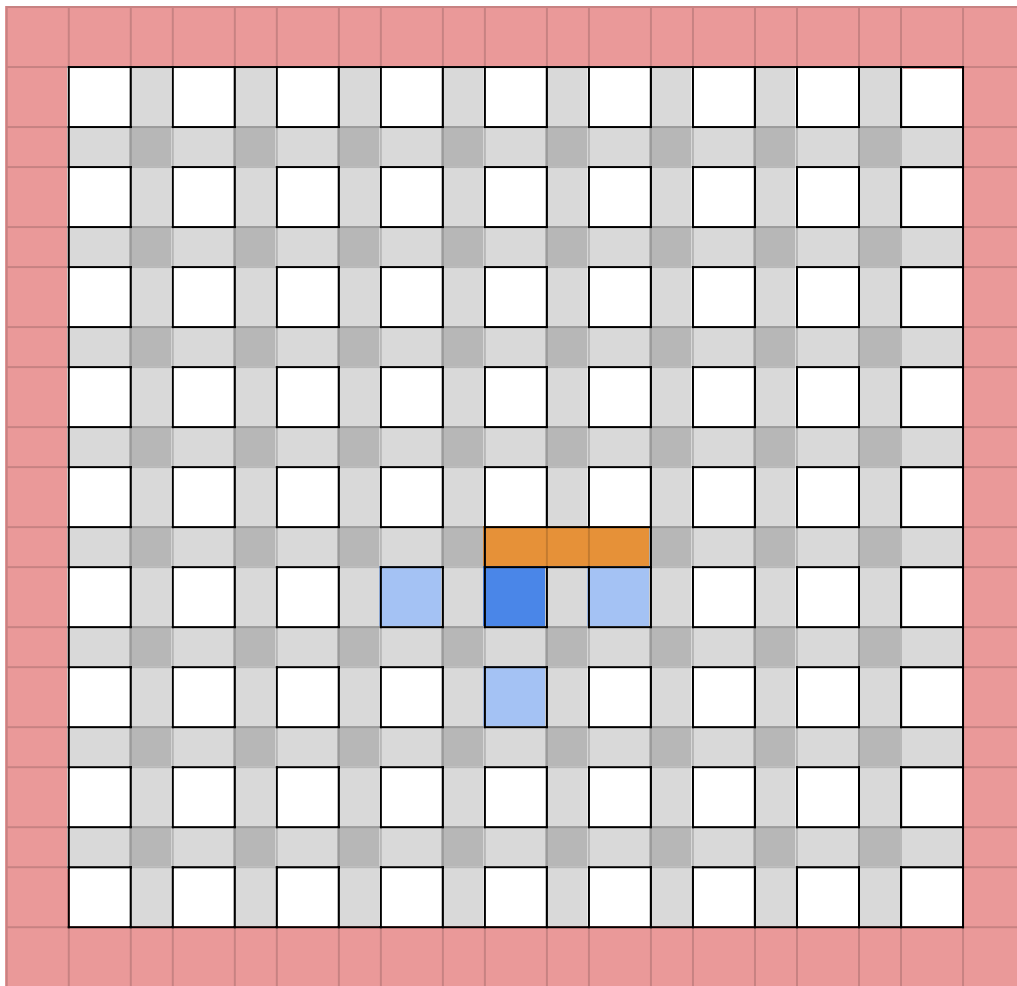
	case valide pour le joueur
	bordure (pas dans le tableau)
	pour les murs
	innaccessible
	Mur
	Joueur 1
	Joueur 2
	Case accessible

The diagram shows a 15x15 grid world. The grid is composed of 15 columns and 15 rows. The outermost rows and columns (rows 1, 14, 15 and columns 1, 14, 15) are red, representing the border. The inner 13x13 area is divided into a 13x13 grid of white squares, which are the valid cases for the player. The grid is further divided into a 13x13 grid of gray squares, representing walls. The legend on the right identifies the colors: white for 'case valide pour le joueur', red for 'bordure (pas dans le tableau)', gray for 'pour les murs', dark gray for 'innaccessible', orange for 'Mur', blue for 'Joueur 1', red for 'Joueur 2', and light blue for 'Case accessible'. The grid shows a path of accessible cells (light blue) starting from the bottom-left corner and moving towards the center.

The diagram shows a 15x15 grid world. The grid is composed of 15 columns and 15 rows. The outermost rows and columns (rows 1, 14, 15 and columns 1, 14, 15) are red, representing the border. The inner 13x13 grid contains various cells: white cells represent valid player cases; light gray cells represent walls; dark gray cells represent inaccessible areas; blue cells represent the starting position of Player 1; red cells represent the starting position of Player 2; and light blue cells represent accessible cases. The legend on the right identifies these colors: white for 'case valide pour le joueur', red for 'bordure (pas dans le tableau)', light gray for 'pour les murs', dark gray for 'innaccessible', blue for 'Mur', light blue for 'Joueur 1', red for 'Joueur 2', and light blue for 'Case accessible'.



The diagram illustrates a 15x15 grid environment for a pathfinding problem. The grid is surrounded by a red border. The legend defines the following elements:

- case valide pour le joueur (white square)
- bordure (pas dans le tableau) (red square)
- pour les murs (grey square)
- innaccessible (dark grey square)
- Mur (orange square)
- Joueur 1 (blue square)
- Joueur 2 (red square)
- Case accessible (light blue square)

The diagram shows a 15x15 grid world. The grid is composed of 15 columns and 15 rows. The legend on the right defines the colors and their meanings:

- case valide pour le joueur (white square)
- bordure (pas dans le tableau) (red square)
- pour les murs (light gray square)
- innaccessible (dark gray square)
- Mur (orange square)
- Joueur 1 (blue square)
- Joueur 2 (red square)
- Case accessible (light blue square)

The grid contains a 3x3 orange square (Mur) at (row, col) coordinates (6, 7), (6, 8), and (6, 9). A 3x3 blue square (Joueur 1) is at (7, 5), (8, 5), and (8, 6). A red square (Joueur 2) is at (7, 6). A light blue square (Case accessible) is at (7, 4). The grid is surrounded by a red border (bordure).

