Search Algorithms in Java language (Unblock Me/ Nº Grupo)

Dinis Moreira, up201503092  
MIEIC  
FEUPPorto, Portugal  
up201503092@fe.up.pt

Diogo Filipe Alves Dores, up201504614  
MIEIC  
FEUP

Porto, Portugal  
up201504614@fe.up.pt

Luís Miguel Pedrosa de Moura Oliveira Henriques, up201604343  
MIEIC  
FEUPPorto, Portugal  
up201604343@fe.up.pt

Abstract—In this document we describe a simple game, formulate it as a search problem, solving it with different algorithms, then we analyse the results and how we can benefit from them.

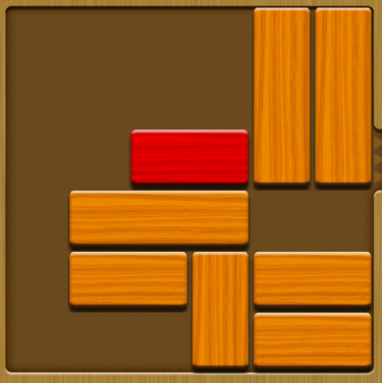
Keywords—Artificial Intelligence, Search, A\* Algorithm, Uniform Cost Algorithm, Greedy Algorithm, Depth First Algorithm and Breadth First Algorithm

# Introduction

In this project we will implement an application capable of resolving instances of the game “Unblock Me”, without any external interaction, using search algorithms of Artificial Intelligence, namely A\* Algorithm, Uniform Cost Algorithm, Greedy Algorithm, Depth First Algorithm and Breadth First Algorithm.

# Problem Description

The game is played on a 6x6 board, with one special piece (1x2), and several other pieces that can vary in size and orientation, but always 1xY (pieces that move vertically) or Xx1 (pieces that move horizontally). The objective of the game is to move the special piece to the right, moving the other pieces out of the way to make room for it. The tricky part lies in the fact that the small size of the board does not allow the pieces to move much without being obstructed by other pieces, sometimes several pieces might need to be moved before making room for a certain piece to move just one position.

Released in 2009, the game is the most popular release of the Thai company Kiragames [2]. Although hard to find evidence, the game resembles an early 20th century game called Klotski, which was included in Windows3.1’s Windows Entertainment Pack [3].

# Formulation of the Problem

State Representation: A board can be represented with a 6x6 matrix whose positions range from (0, 0) on the topmost left to (5, 5) on the bottommost right. Every piece can be represented with letters ranging from “A” to “Z” where every piece that occupies multiple positions is represented with the same letter. No two or more pieces can occupy the same space and blank space is represented with a dot (“.”).

Initial State: A board will always start with a key piece facing a target side and there might be pieces obstructing its movement but, by moving the surrounding pieces, it’s always possible to achieve a target state. In the earlier levels played, the key piece is always located on the third row.

Target State: The game ends when a key piece reaches a target side. In the earlier levels played, this target side is always the right side and can be achieved if the key piece reaches the matrix position (2, 5) (third row, sixth column). As with most puzzles of this nature, the goal should be to finish a level within the least amount of plays possible.

Operators:

P – Letter of the current Piece

xPos – Position of the current piece within the horizontal axis.

yPos – Position of the current piece within the vertical axis.

|  |  |  |  |
| --- | --- | --- | --- |
| Name: | Pre-conditions: | Effects: | Costs: |
| MoveUp | yPos > 0;  (xPos, yPos-1)  = “.” | (xPos, yPos+1)  = P;  (xPos, yPos) = “.” | 1 |
| MoveDown | yPos < 5;  (xPos, yPos+1)  = “.” | (xPos, yPos-1)  = P;  (xPos, yPos) = “.” | 1 |
| MoveLeft | xPos > 0;  (xPos-1, yPos)  = “.” | (xPos+1, yPos)  = P;  (xPos, yPos) = “.” | 1 |
| MoveRight | yPos < 5;  (xPos+1, yPos)  = “.” | (xPos-1, yPos)  = P;  (xPos, yPos) = “.” | 1 |

# Related Work

Descrevendo outros trabalhos semelhantes que os estudantes tenham encontrado na sua pesquisa e códigos fonte úteis para a realização do trabalho (devendo ser incluídas referências aos trabalhos e códigos fontes na seção de referências bibliográficas).

# Conclusions and Development Prespectives

Sumário do trabalho realizado e conclusões que retira deste projeto. Análise crítica dos resultados obtidos em comparação com os resultados teóricos que seriam esperados. Trabalho futuro, ou seja, formas de melhorar o trabalho desenvolvido.

##### References

1. [Source of the image used to view gamestate example](https://play.google.com/store/apps/details?id=com.kiragames.unblockmefree)
2. [Kiragames website](http://www.kiragames.com/)
3. [Klotski on the Microft Store](https://www.microsoft.com/en-us/p/classic-klotski/9wzdncrdr919)