|  |
| --- |
| Node |
| position  parent  g\_score  h\_score  f\_score  traversable  is\_goal  is\_start |
| change\_state(self, state)  get\_neighbors(self, graph)  calc\_g\_score(self, node)  calc\_h\_score(self, goal)  calc\_f\_score(self) |

|  |
| --- |
| Graph |
| width  height  nodes |
| set\_up\_graphs(self) |

|  |
| --- |
| AStar |
| graph  start  goal  open\_list  closed\_list  current\_node |
| set\_start\_node(self, node)  set\_goal\_node(self, node)  set\_wall(self, node)  check\_nodes(self)  algorithm\_step(self) |