## Breadth-first search:

This algorithm uses a queue-structure to find an answer to our problem. Using this algorithm for the Rush Hour case means going through all possible set-ups of our board until the algorithm finds a solution. The algorithm starts with the current set-up and then finds all possible next set-ups, which are added to the queue.

By going through all possible set-ups of the game this algorithm will find an answer to one of our Rush Hour problems. This algorithm will try to move all possible cars and trucks in the grid until the red car reaches the exit. This means that the best way (in the least steps) to solve the game will be found by this algorithm, because it will try moving all possible cars and truck before moving on to the next step.

Hash table gebruiken om op te slaan welke borden we al hebben doorlopen met breadth-first en die nergens op uit kwamen. Hiermee kunnen we geheugen besparen en het gaat sneller.