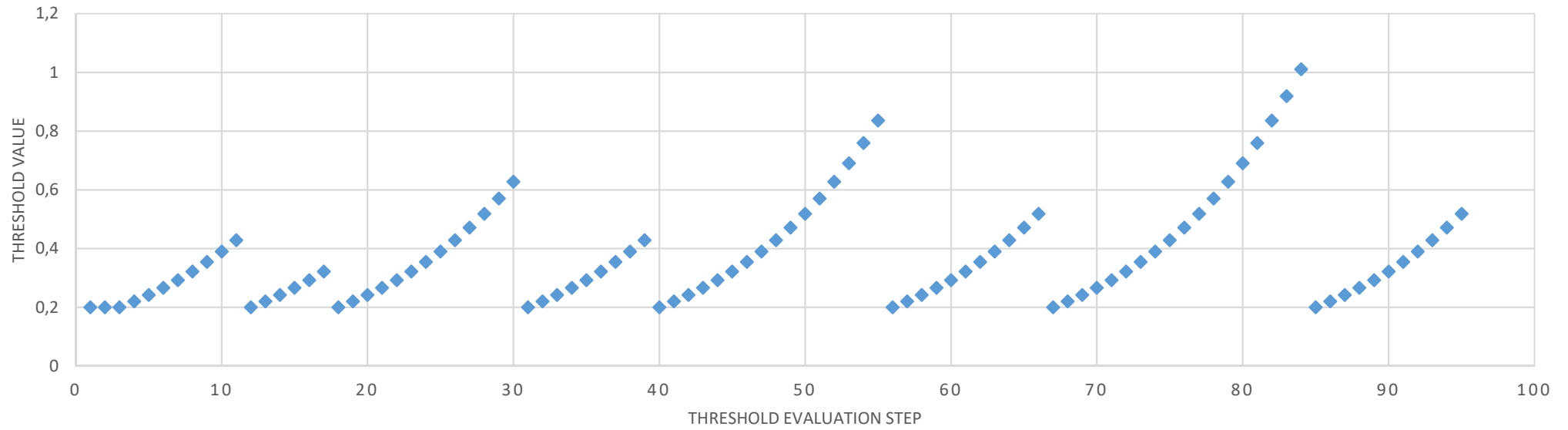


A* DANGER THRESHOLD VALUE



(0,0) Clear 0 - 0	(1,0) Clear 2 - 0	(2,0) Clear 4 - 0	(3,0) Clear 3 - 0	(4,0) Clear 6 - 0	(5,0) Obstacle 0 - 0	(6,0) Target 2 - 2	(7,0) Clear 1 - 1	(8,0) Clear 0 - 0	(9,0) Clear 0 - 0
(0,1) Obstacle 0 - 0	(1,1) Obstacle 0 - 0	(2,1) Obstacle 0 - 0	(3,1) Obstacle 0 - 0	(4,1) Clear 4 - 0	(5,1) Obstacle 0 - 0	(6,1) Obstacle 0 - 0	(7,1) Obstacle 0 - 0	(8,1) Obstacle 0 - 0	(9,1) Clear 0 - 0
(0,2) Target 2 - 10	(1,2) Clear 1 - 5	(2,2) Clear 0 - 0	(3,2) Obstacle 0 - 0	(4,2) Clear 8 - 0	(5,2) Obstacle 0 - 0	(6,2) Clear 0 - 0	(7,2) Clear 0 - 0	(8,2) Clear 0 - 0	(9,2) Clear 0 - 0
(0,3) Clear 1 - 5	(1,3) Clear 0 - 0	(2,3) Clear 0 - 0	(3,3) Obstacle 0 - 0	(4,3) Clear 5 - 0	(5,3) Obstacle 0 - 0	(6,3) Clear 0 - 0	(7,3) Clear 2,5 - 4	(8,3) Clear 0 - 0	(9,3) Clear 0 - 0
(0,4) Clear 0 - 0	(1,4) Clear 0 - 0	(2,4) Clear 0 - 0	(3,4) Obstacle 0 - 0	(4,4) Clear 10 - 0	(5,4) Obstacle 0 - 0	(6,4) Clear 2,5 - 4	(7,4) Target 5 - 8	(8,4) Clear 2,5 - 4	(9,4) Clear 0 - 0
(0,5) Clear 0 - 0	(1,5) Clear 0 - 0	(2,5) Clear 0 - 0	(3,5) Clear 0 - 0	(4,5) Clear 5 - 0	(5,5) Clear 0 - 0	(6,5) Clear 0 - 0	(7,5) Obstacle 0 - 0	(8,5) Clear 0 - 0	(9,5) Clear 0 - 0
(0,6) Clear 0 - 0	(1,6) Obstacle 0 - 0	(2,6) Obstacle 0 - 0	(3,6) Obstacle 0 - 0	(4,6) Clear 0 - 0	(5,6) Clear 0 - 0	(6,6) Clear 0 - 0	(7,6) Obstacle 0 - 0	(8,6) Clear 0 - 0	(9,6) Clear 0 - 0
(0,7) Clear 0 - 0	(1,7) Clear 0 - 0	(2,7) Clear 0 - 0	(3,7) Obstacle 0 - 0	(4,7) Clear 0 - 0	(5,7) Obstacle 0 - 0	(6,7) Obstacle 0 - 0	(7,7) Obstacle 0 - 0	(8,7) Obstacle 0 - 0	(9,7) Clear 0 - 0
(0,8) Obstacle 0 - 0	(1,8) Clear 0 - 0	(2,8) Clear 0 - 0	(3,8) Obstacle 0 - 0	(4,8) Clear 0 - 0	(5,8) Obstacle 0 - 0	(6,8) Target 10 - 8	(7,8) Clear 5 - 4	(8,8) Obstacle 0 - 0	(9,8) Clear 2,5 - 5
(0,9) Target 10 - 10	(1,9) Clear 5 - 5	(2,9) Clear 0 - 0	(3,9) Obstacle 0 - 0	(4,9) Clear 0 - 0	(5,9) Clear 0 - 0	(6,9) Clear 5 - 4	(7,9) Clear 0 - 0	(8,9) Obstacle 0 - 0	(9,9) Target 5 - 10