

SoftDes AI Toolbox

Rebecca Jordan

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1 Print Those Scores!

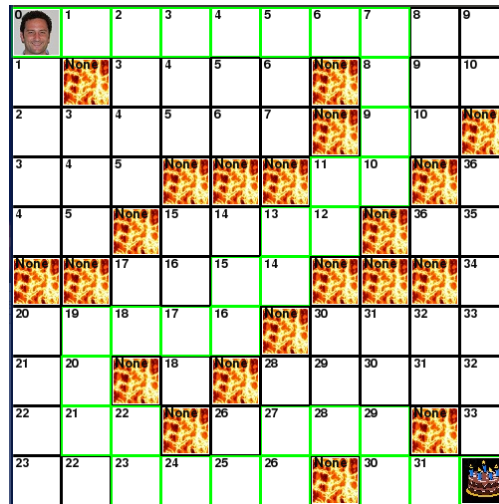


Figure 1: g_cost is the number of moves it takes to get from the starting square to the square in question.



Figure 2: h_cost is an estimate of the distance from any square to the ending square.

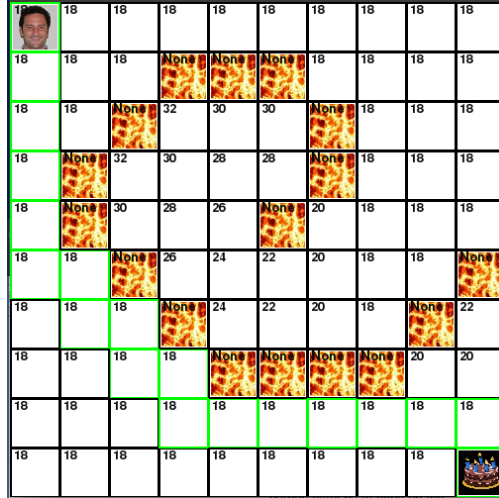


Figure 3: f.cost is the minimum length of the path between beginning and end which includes the square in question.

2 Paul Gets Diagonals

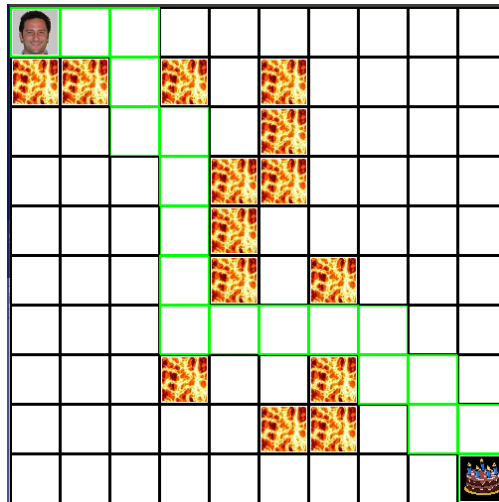


Figure 4: Because the cost of moving diagonally (3) is greater than the cost of moving across and then down to a square (2), Paul doesn't move diagonally. However, he seems to prefer across-one-down-one motions instead of moving across the top and then down the right side. I don't know why this is.

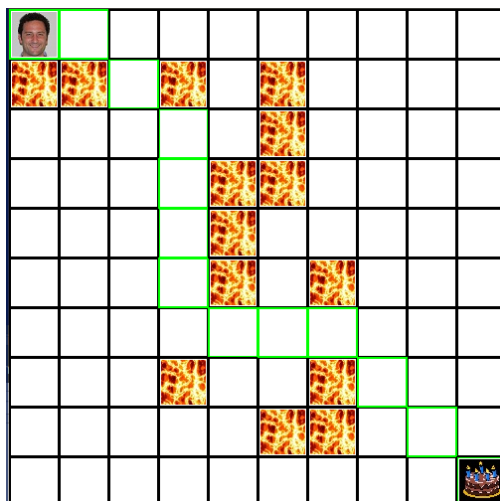


Figure 5: I changed the cost of moving diagonally to $\sqrt{2}$ so Paul now chooses the shortest route, including diagonals.

3 Paul Gets Hops



Figure 6: Paul can now jump over lava, but prefers to avoid it, even by moving diagonally.

4 Paul Gets Swamped

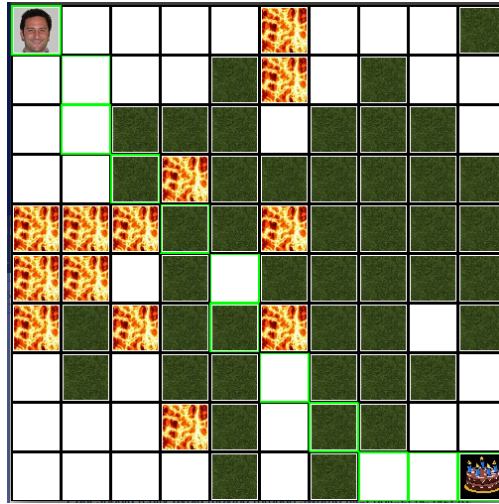


Figure 7: Swamp tiles exist. Paul doesn't like them, but he prefers them to jumping over lava.