

# Contributions

## **Thien-An Tran**

- Implemented A\* and Greedy

## **Justin Le**

- Implemented A\* and Greedy
- Updated UCS to collect more than 1 treasure
- Added ability to get maze seed and set them

## **Hai Duong**

- Added ability to display heuristic value of path nodes
- Implemented A\* with Euclidean distance
- README