

Deliverable 2: Applying the A* Algorithm

The code for all tasks can be found in the file Astar.py.

Task 1:

The task was to find the shortest path from Rundhallen (our location) to Strossa using our implementation of the A* algorithm. The paths total cost was 71 and the path can be viewed on figure 1.

Task 2:

The task was to find the shortest path from Strossa (our location) to Selskapssiden. The paths total cost was 71 and the path can be viewed on figure 2.

Task 3:

The task was to find the shortest path from Lyche (our location) to Klubben. The paths total cost was 57 and the path can be viewed on figure 3.

Task 4:

The task was to find the shortest path from Lyche (our location) to Klubben, while considering a cake party at Edgar. The paths total cost was 64 and the path can be viewed on figure 4.

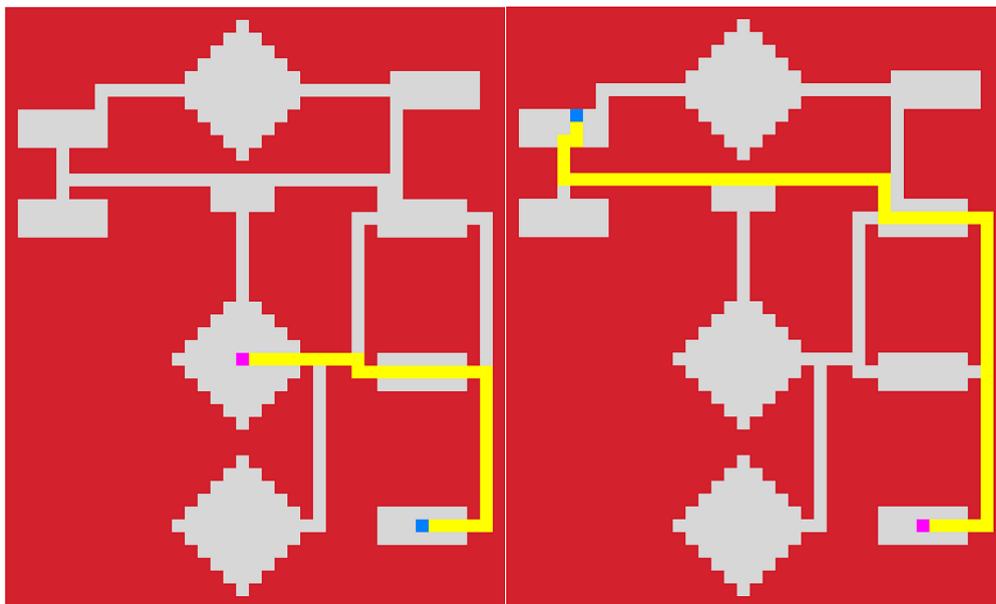


Figure 1: Path from task 1

Figure 2: Path from task 2.

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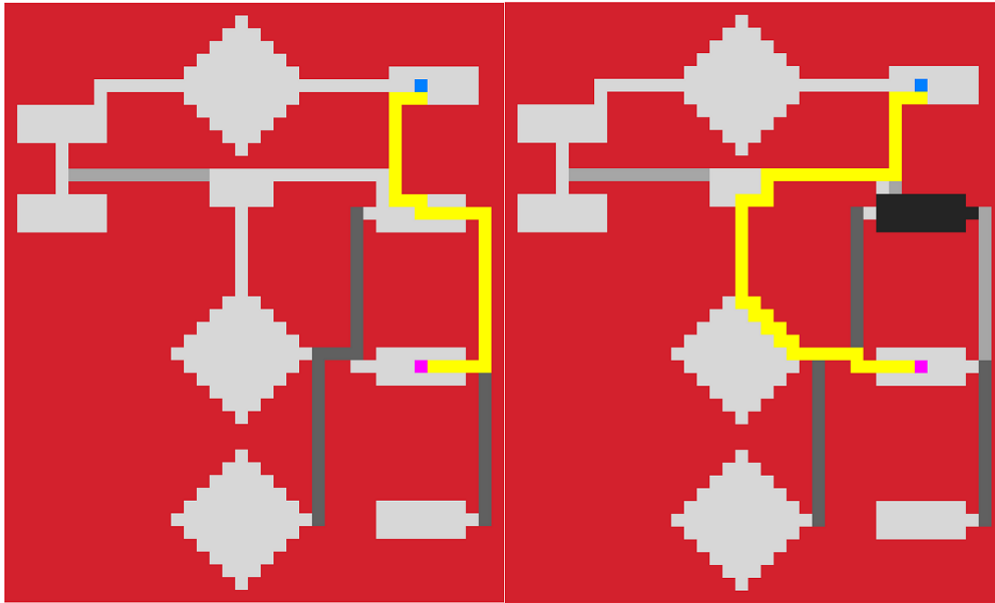


Figure 3: Path from task 3

Figure 4: Path from task 4.