Q1.1

The 8 puzzle game can be modeled as a start state and end state where the player tries to try different moves to arrive at a goal state. The player needs to search for moves that bring it closer to the goal state with less that 4 possible moves each turn. Hence the 8 puzzle problem requires a way to evaluate each possible move state by searching for the best possible move out of the given moves in a specified turn. Therefore it can be viewed as a search problem.

Q1.2

.1

.2

.4