

Jasper Ladkin

- I worked alone

The heuristic is the distance between the current position and then the farthest corner that is unvisited. Can do this by using the `max()` and `mazeDistance()` functions. Using `mazeDistance()` can get the length of actions to the farthest away unvisited corner by subsequently using the breadth first search algorithm developed last project. Then the `max` function will give us the farthest away unvisited corner out of all the `mazeDistances` found. Then returning that distance is our heuristic.