
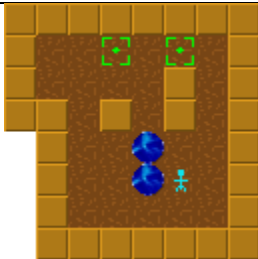



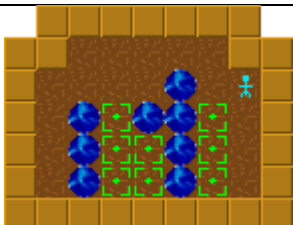
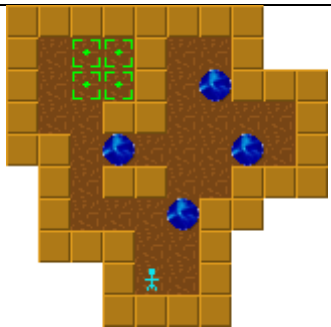
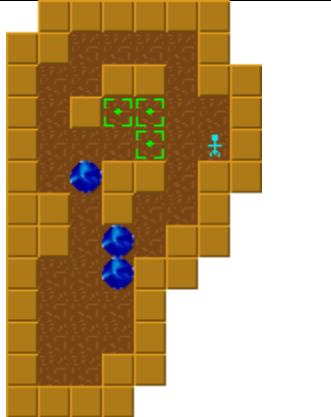
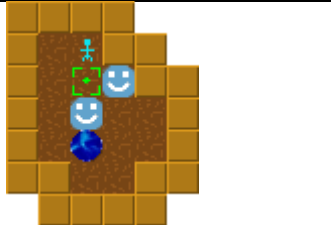
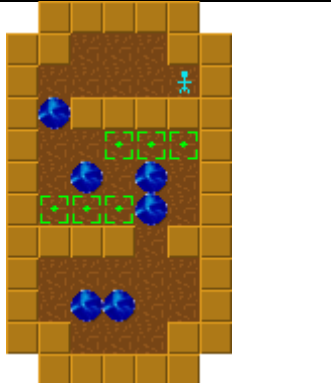


### Trabalho de Implementação de Buscas Descrição do Dataset

NOME	BOARD	POSSÍVEL SOLUÇÃO (movimentos do player) Legenda: u=up, d=down, l=left, r=right)
easy(1)		l,l,d,l,l,u,r,r,r
easy(4)		l,u,u,u,d,d,d,l,u,r,u,l,d,l,u,u,u,r,u,r,l,d,l,l,u,r
moderate(5)		u,l,l,d,l,d,r,u,u,r,r,d,l,l,r,r,d,d,l,u,l,u,u,r,r,d,l
moderate(7)		d,l,l,u,d,l,u,l,u,u,r,d,r,d,d,l,u
ac_easy(7)		r,d,r,r,r,u,u,l,l,r,r,d,d,l,l,l,u,l,u,u,r,d,l,d,l,d,r,r,l,u l,u,u,r,d,r,r,r,d,d,l,u,r,u,l,l,l,u,l,d
ac_easy(outside_in)		l,u,l,l,d,l,d,d,d,r,r,l,u,r,l,l,u,u,r,d,d,u,r,l,u,u,r,r,d,l, u,l,d,d,u,l,l,l,d,r,l,d,r,l,d,r Obs. solução manual

ac_easy(warming_up)		r,u,u,u,r,u,u,r,r,d,l,u,l,l,d,l,l,r,r,u,r,r,d,l,l,r,u,u,u, r,d,l,d,r,r,u,l,d,l,u,d,d,d,l,d,d,r,u,u,u,d,l,l,l,u,u,u, u,l,u,r,d,d,d,d,r,r,r,u,r,u,l,d,l,l,r,r,u,r,u,l,d,d, r,d,l,l,r,d,d,l,d,r,u,u,u,d,d,l,l,l,u,u,u,d,d,d,r,r, r,u,u,u,d,d,d,l,l,l,u,u,u,u,d,d,d,r,r,r,u,u,l,r,r,d, d,l,l,l,u,u,u,d,r,r,r,u,r,u,l,d,d,r,d,l,l,r,d,d,l,l,u,u, u,l,u,r,d,d,d,r,r,r,u,u,l,l,r,r,d,d,l,l,l,u,u,u
alberto(1)		l,l,l,d,d,d,d,l,d,r,u,u,u,u,u,l,u,r,r,r,u,r,r,d,l,d,d,l, d,l,d,l,u,u,u,d,d,d,d,r,u,l,u,u,r,r,u,r,u,u,u,l,d,r, u,r,u,u,l,l,d,l,d,d,r,d,d,d,d,r,u,l,u,u,u,u,l,u,r, u,r,r,r,d,d,l,d,l,r,u,r,r,d,l,d,d,l,d,l,d,u,u,d,r,r,u,r, u,u,u,l,l,d,r,u,r,u,u,l,l,d,l,d,d,r,r,l,d,d,d,r,d,d,l,u, u,r,r,u,r,u,u,d,d,l,d,l,u,d,r,r,u,r,u,u,l,r,r,u,l,u,u,l,l, l,d,l,d,d,r,r,r,l,d,d,d,r,d,d,l,u,u,u,u,l,u,r,l,u,u,r,u, r,r,r,d,d,l,r,u,u,l,l,d,l,d,d,r,d,d,r,u,r,u,r,u,u,r,u,l, d,d,d,l,d,l,l,u,u,u,r
alberto(14)		d,l,d,d,r,u,r,r,d,l,d,l,u
alberto(3)		l,l,l,d,d,d,r,u,r,r,r,d,d,l,u,d,l,r,u,r,u,l,d,d,d,d,d,l, l,u,l,u,r,d,r,d,r,u,u,u,u,r,u,u,l,l,d,r,d,d,d,l,l,u,r, d,r,u,u,u,r,u,d,l,u,l,l,l,u,r