

Brief Introduction

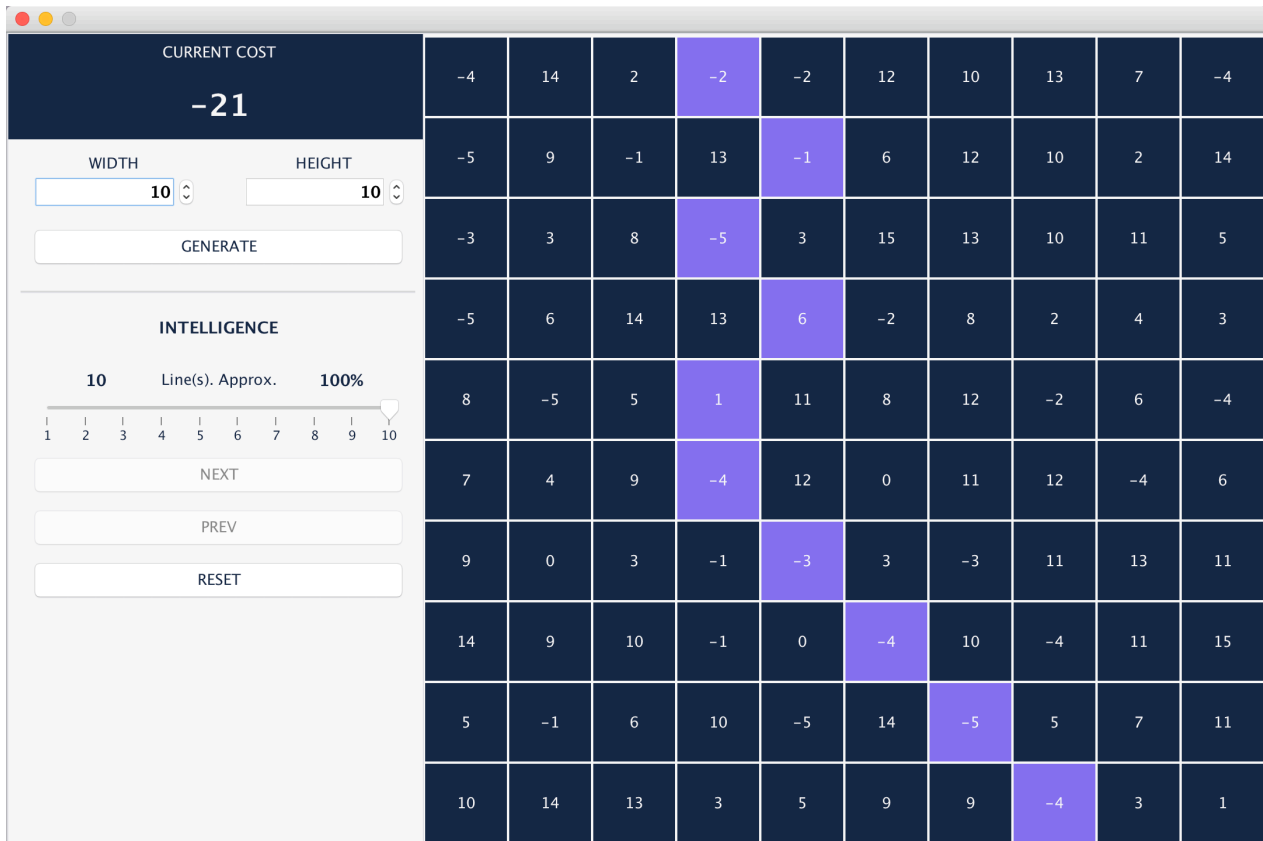
-5	-5	12	-4	1	0	8	13	12	-1
-4	13	-5	-4	11	2	0	4	15	15
14	-2	11	12	6	7	11	12	6	5
14	9	-2	6	1	5	8	5	1	0
-5	14	-1	15	8	-1	5	3	9	9
8	8	12	4	4	-1	14	10	8	-1
15	0	1	10	3	-3	15	15	-5	7
11	7	4	-3	10	-3	10	15	-2	-5
-3	7	-5	-3	7	13	5	0	3	10
-2	8	1	5	10	2	2	-4	11	-2

Functionalites

- GENERATE
 - You can manually set the size of terrain by specifying its **width** and **height**.
 - By clicking the **GENERATE** button, a new terrain will be generated.
- INTELLIGENCE
 - When automatically searching for the shortest path, you can assign a **intelligence value** by sliding the **slider**. The value of **slider** is between **1** to the **height of terrain**.
 - Like the example in image above, when **intelligence value** are assigned with a maximum **10**, which means 100% intelligence, then the program will find the shortest route directly.
 - If the intelligence are below 100%, the program can only make decisions based on the number of rows equal to the value of intelligence.
- NEXT
 - By clicking the **NEXT** button, the program will automatically find the route for you.
 - If the intelligence are below 100%, you may click it multiple times.
 - In this program, you can use automatic mode and manual mode together. Like the one in the last image in this document.
- PREV
 - You can undo **manual** decisions by clicking the **PREV** button.

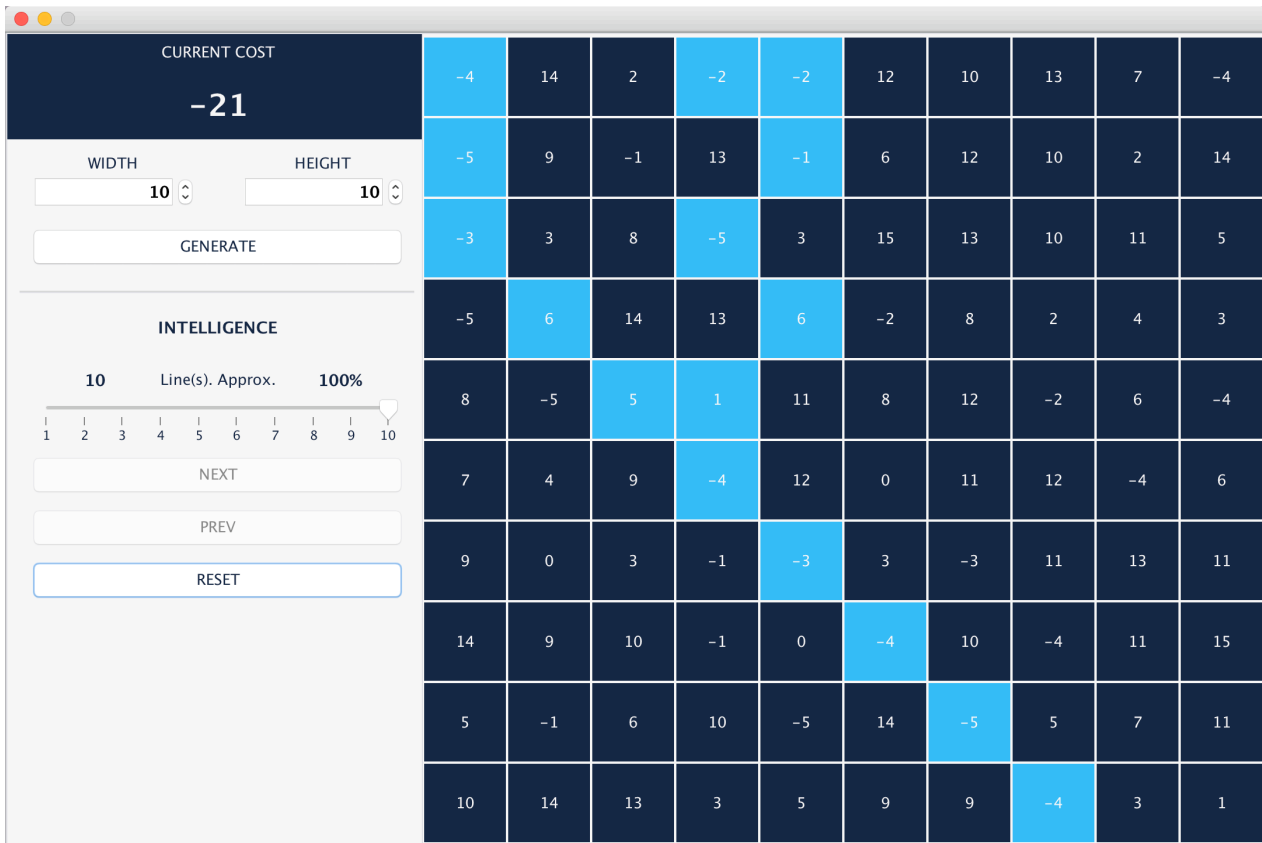
- RESET
 - If you want to play with the same terrain for multiple times, you can click **RESET** button to clear your current approach.
 - Like if you want to test the difference between different intelligence level, you can use this functionality.

Label Colors



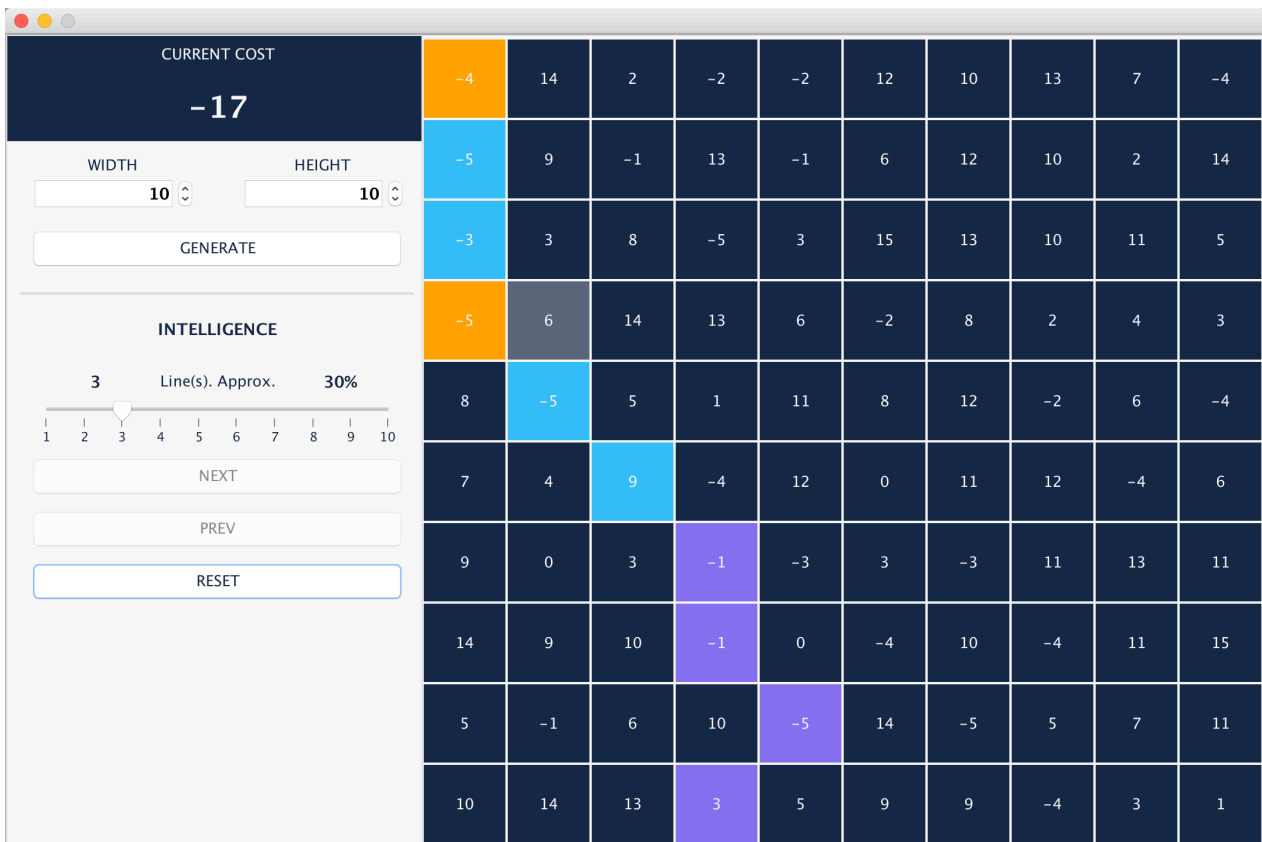
Purple

- Manual decisions are marked as purple.



Blue

- Automatic decisions are marked as Blue and Orange.



Orange

- When the **intelligence** is in a lower level, the program have to make decision multiple times. And each **automatic** decision will find a shortest path node. This node will be set to Orange.

- Each decision are made based on the former Node with the shortest path.