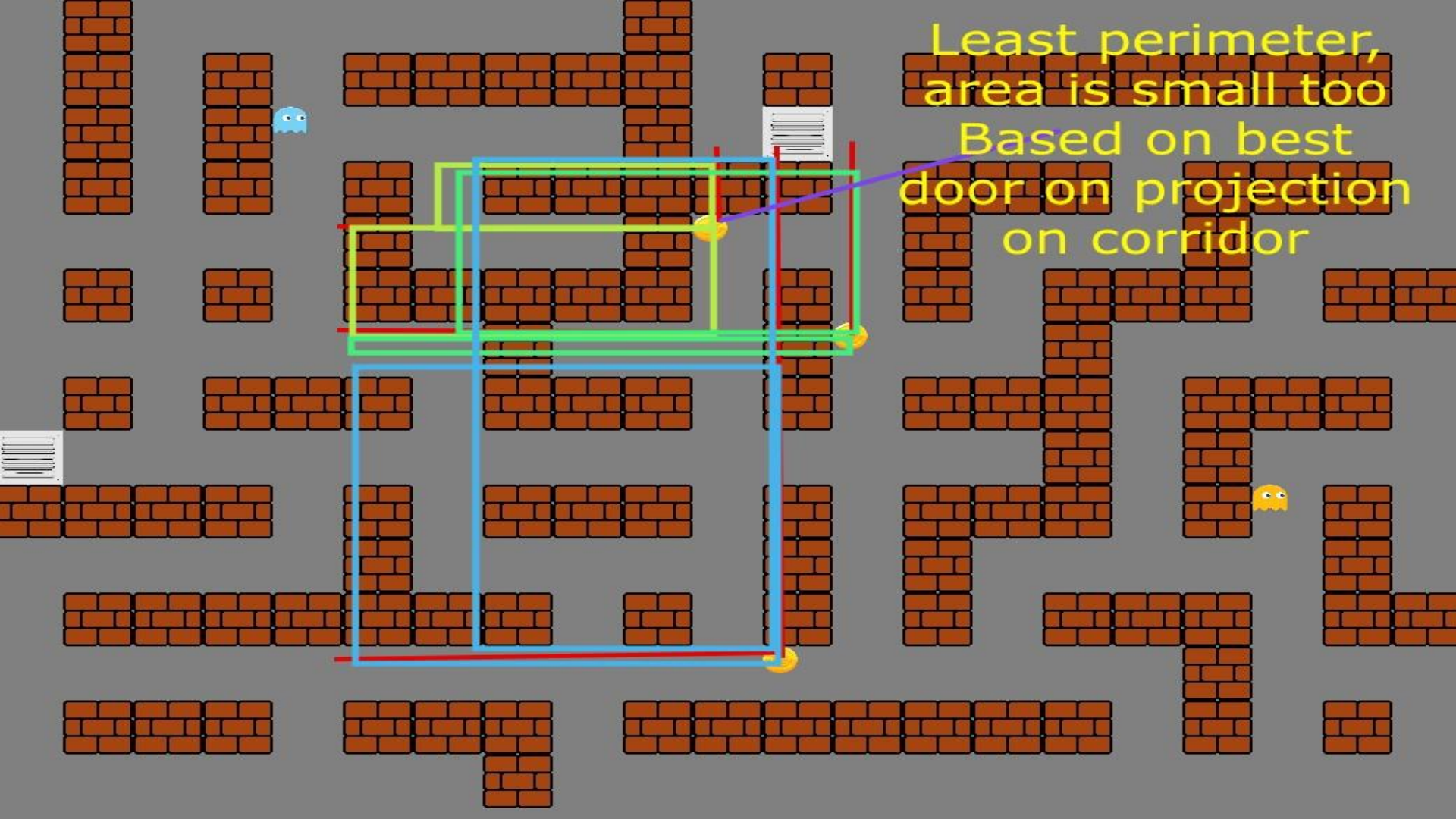
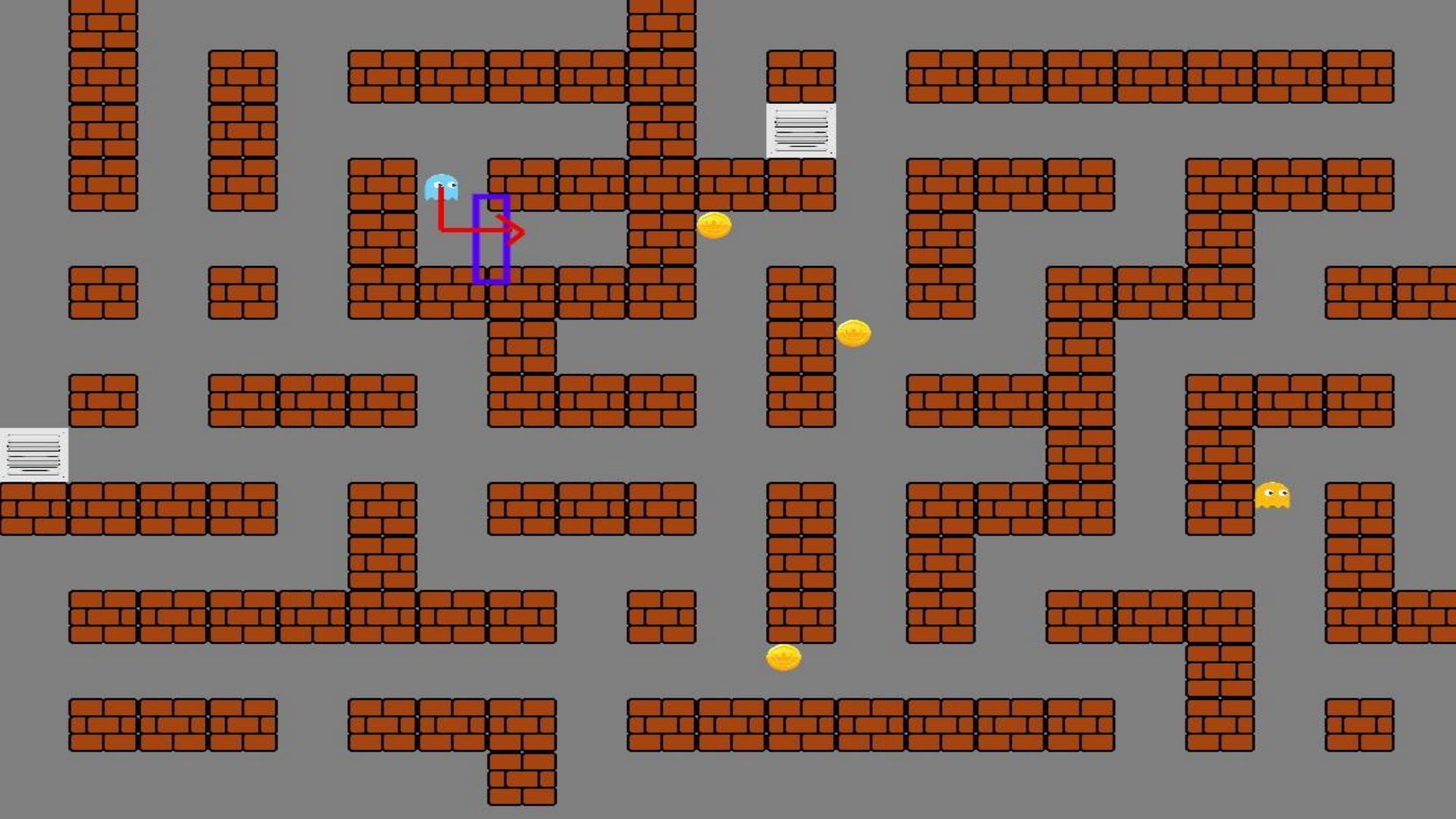
COP-Assignment 2.2

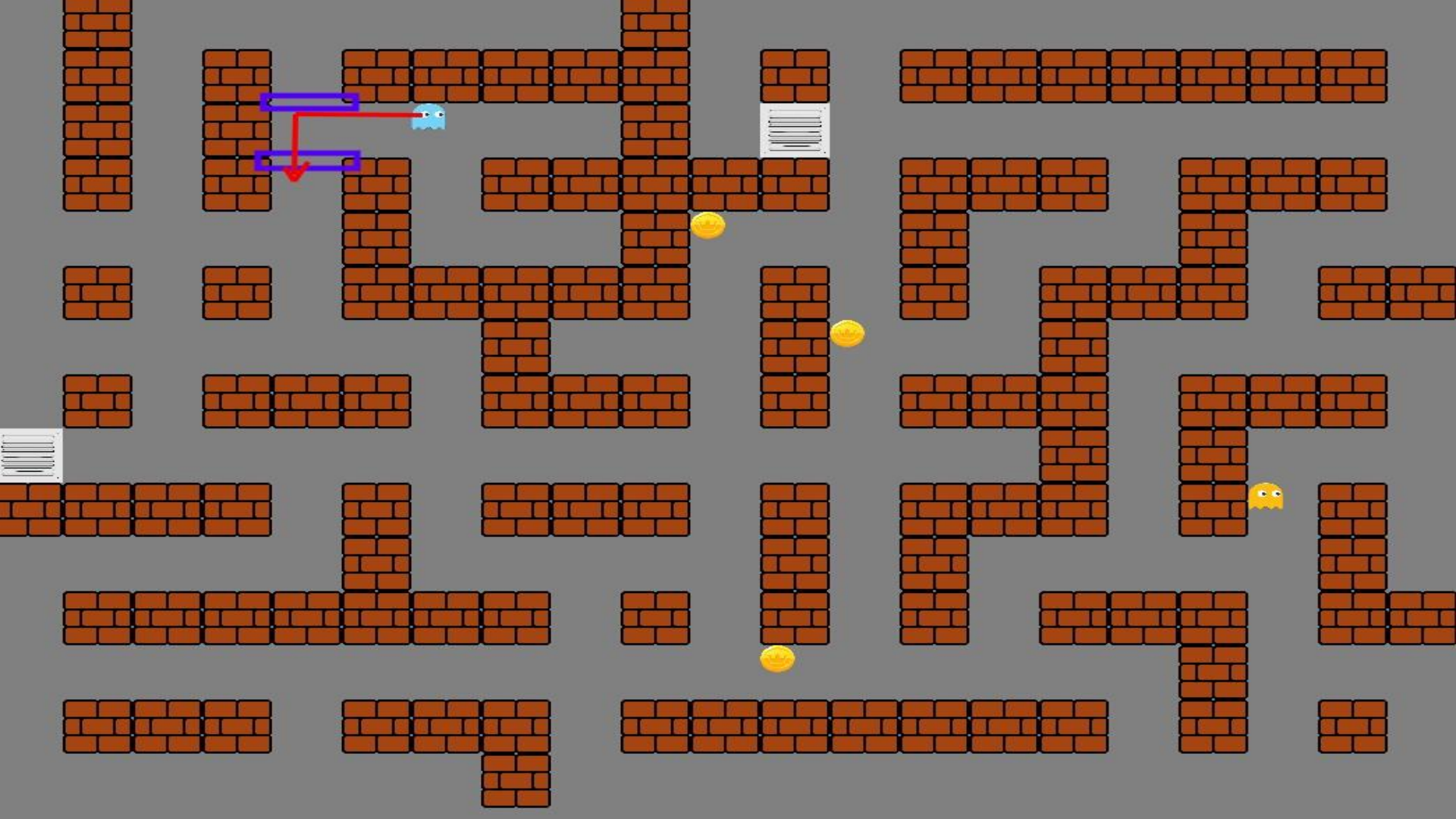
Simulator images

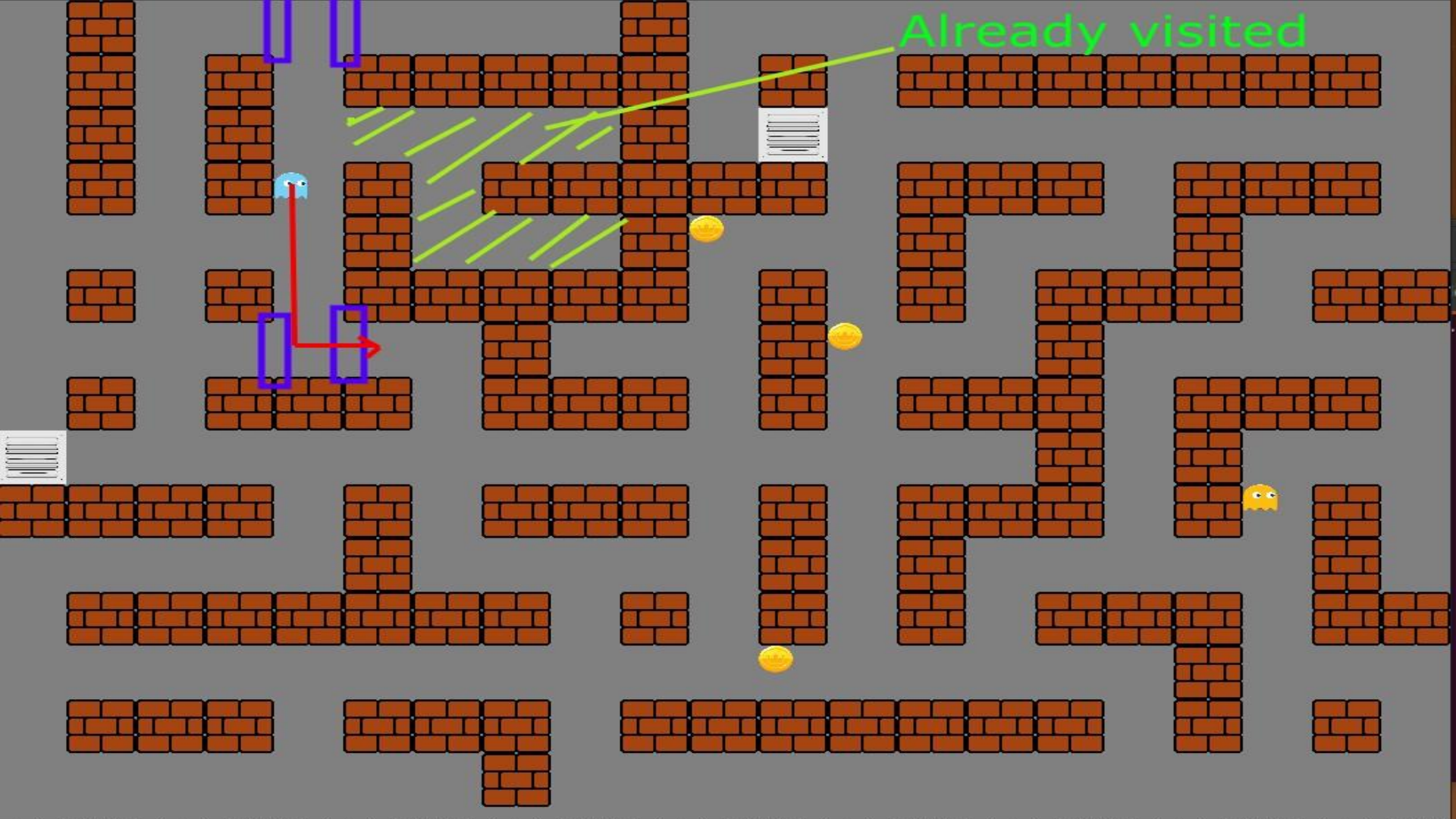
More density
Less Desnsity

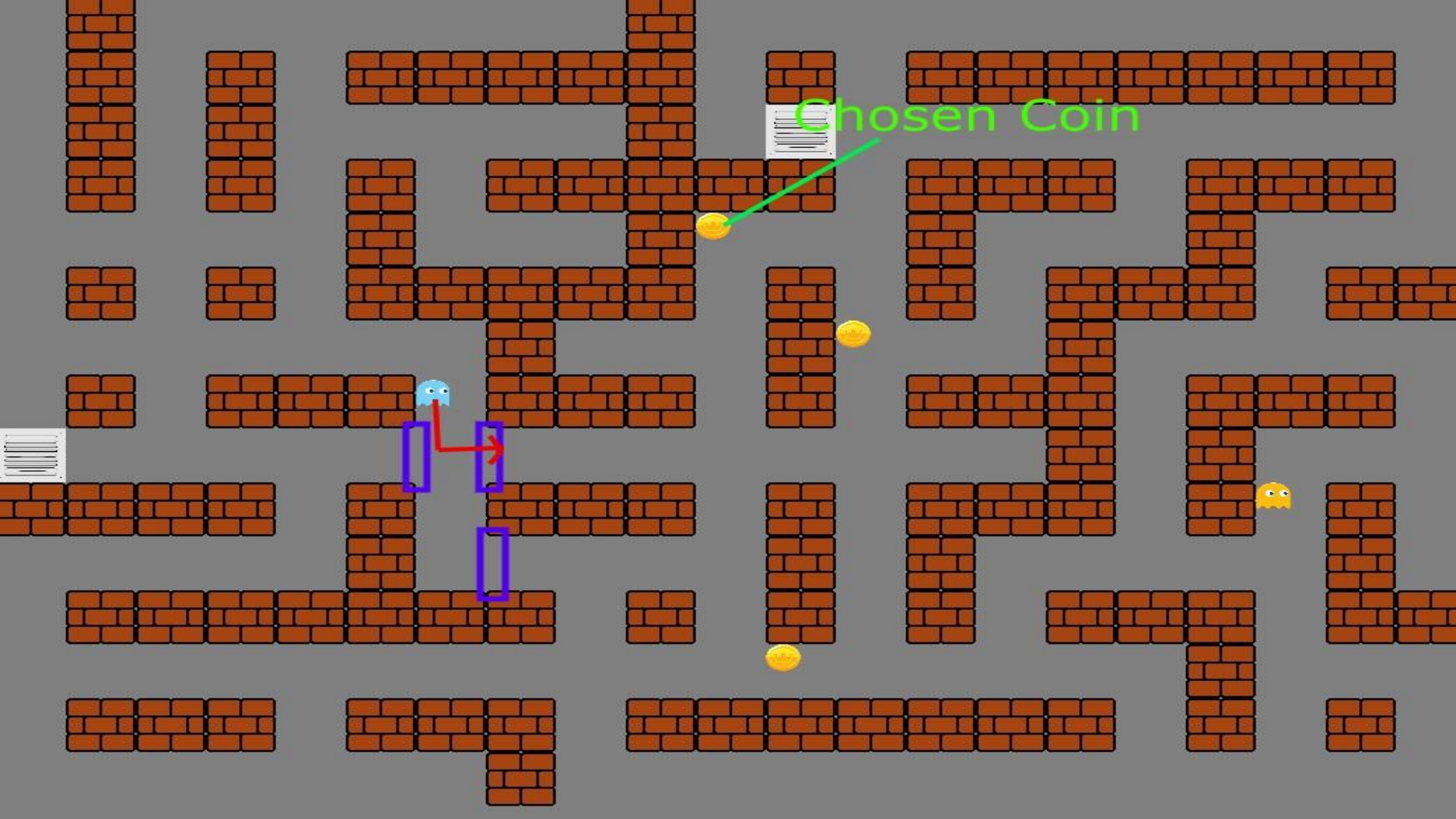

Least perimeter,
area is small too
Based on best
door on projection
on corridor

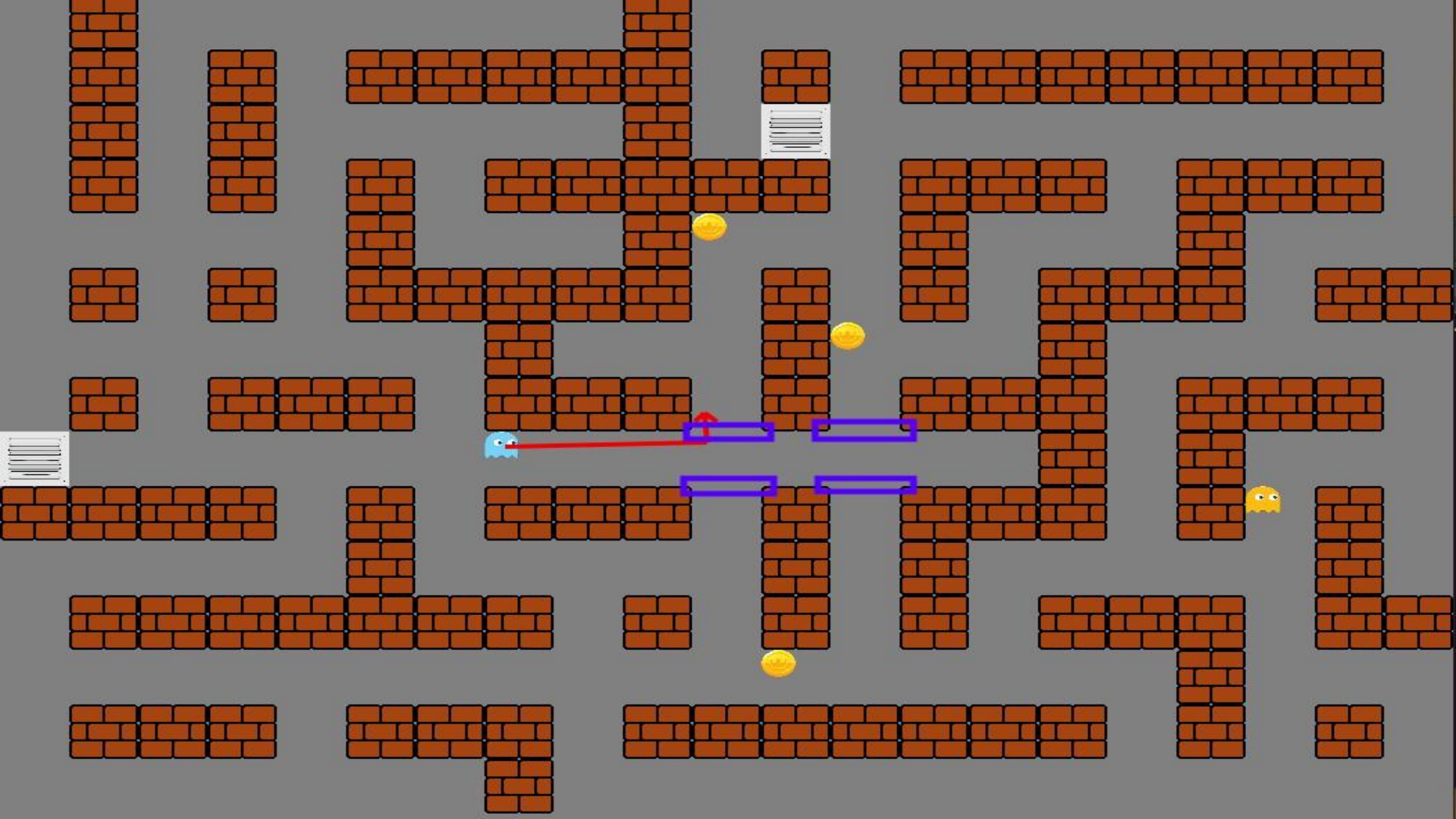
D6
D3
D1
The chosen one
D4
D5
D2
D1 > D2 > D3 > D4 > D5 > D6
According to distace heuristic

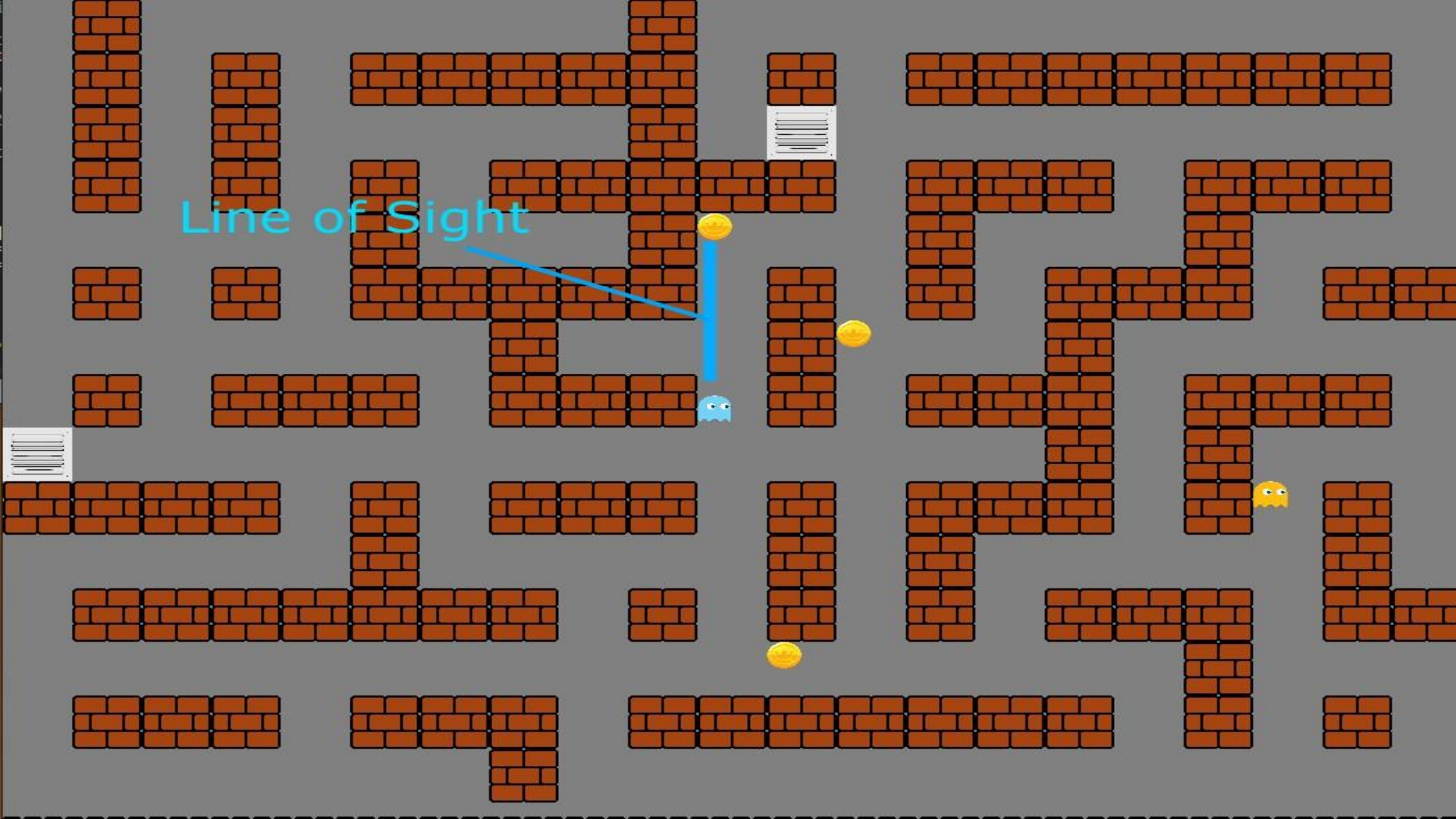





Already visited


Chosen Coin




Line of Sight

Got Our first coin,
we can
recursively follow
this to collect rest
of them too..