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| Sokoban Assignment |
| Intelligent Search – Planning |
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Sokoban is a computer puzzle game in which the player pushes boxes around a maze in order to place them in designated locations. While Sokoban is just a game, it models a robot moving boxes in a warehouse. As such, it can be treated as an automated planning problem. Sokoban is an interesting problem for the field of artificial intelligence largely due to its difficulty. The difficulty of Sokoban comes not from its branching factor of 4 (up, down, left, right), but because of the huge depth of the solutions. Additionally, a move may leave the puzzle in a state in which it is impossible solve, creating a state of deadlock. An important feature of this problem is the player can only push a single box at a time and is unable to pull any box.

# Assignment Aim

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The aim of this assignment is to design and implement a solver for Sokoban.

# Solver Overview

In order to find a solution to this problem, a number of uninformed and informed search methods were available. Given the pros and cons of each, it was ultimately decided that the (INSERT) method would be used for this assignment. (OVERVIEW OF METHOD). More details about the heuristics used and performance of the solver are discussed below.

## Heuristics

(Description of Heuristics used)

## Performance

(Insert Screenshots with times and Tables etc)

# Conclusion