HO CHI MINH NATIONAL UNIVERSITY

UNIVERSITY OF SCIENCE

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**Introduction for Artificial Intelligent**

**A blue and white logo

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**Project 01**

**HIDE AND SEEK**

*Instructors:* Nguyễn Ngọc Thảo Hồ Thị Thanh Tuyến

Lê Ngọc Thành Nguyễn Trần Duy Minh

*Members:* Trần Anh Minh 22127275

Đoàn Đặng Phương Nam 22127280

Bùi Nguyễn Lan Vy 22127465

Diệp Gia Huy 22127475

**HO CHI MINH CITY, APRIL, 2024**

**CONTENTS**

# Assignment Planner

# Environment Requirement

Python version: 3.10+

Graphics Module: Pygame

How to compile:

* Change the current working directory to the “Project” where the main file locates.
* Run the main.py file by calling “python main.py” (it can be “python3 main.py” in some python environment).

# Idea and Theory

The game was implemented based on the A\* algorithm to find the path to one exact spot on a map at a time, with the heuristic of Manhattan distance.

# Problem

## Preparation

## Level 1

## Level 2

## Level 3

## Level 4

# Evaluation

# Refs