

# GROUP HOMEWORK 2

## Topic

Using the search package (`search.zip`) of project of UC Berkeley CS188 to design and demonstrate search strategies

## Requirements

1. Design a simple 2D grid maze with dimensions  $20 \times 20$  and at least 30% of cells are obstacle. Determine a start cell and a goal cell for the Pacman.
2. Using the library search to implement the search strategies BFS, UCS, DFS and draw and print the result