pygame 2.5.2 (SDL 2.28.3, Python 3.11.3)
Hello from the pygame community. https://www.pygame.org/contribute.html
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 1
Runtime of bfs: 0.15 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **12**
__verbose__: you win
__verbose__: **2552** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 2
Runtime of bfs: 0.01 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **9**
__verbose__: you win
__verbose__: **186** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 3
Runtime of bfs: 0.25 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **15**
__verbose__: you win
__verbose__: **2137** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 4
Runtime of bfs: 0.01 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **7**
__verbose__: you win
__verbose__: **230** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 5
Runtime of bfs: 237.05 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **20**
__verbose__: you win
__verbose__: **2253288** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 6
Runtime of bfs: 0.02 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **19**
__verbose__: you win
__verbose__: **612** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 7
Runtime of bfs: 1.08 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **21**
__verbose__: you win
__verbose__: **27307** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 8
Runtime of bfs: 0.26 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **97**
__verbose__: you win
__verbose__: **5561** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 9
Runtime of bfs: 0.01 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **8**
__verbose__: you win
__verbose__: **141** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 10
Runtime of bfs: 0.02 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **33**
__verbose__: you win
__verbose__: **509** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 11
Runtime of bfs: 0.02 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **34**
__verbose__: you win
__verbose__: **671** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 12
Runtime of bfs: 0.12 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **23**
__verbose__: you win
__verbose__: **2959** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 13

Runtime of bfs: 0.18 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **31**
__verbose__: you win
__verbose__: **4905** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 14
Runtime of bfs: 3.45 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **23**
__verbose__: you win
__verbose__: **65221** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 15
Runtime of bfs: 0.36 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **105**
__verbose__: you win
__verbose__: **6362** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 16
Runtime of bfs: 28.51 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 34
__verbose__: you win
__verbose__: **160839** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 17
Runtime of bfs: 31.19 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 0
__verbose__: sorry, you not win
__verbose__: **169158** cnt_process_unit

KAGGLE CLOUD

pygame 2.5.2 (SDL 2.28.2, Python 3.10.13)
Hello from the pygame community. https://www.pygame.org/contribute.html
ALSA lib confmisc.c:767:(parse_card) cannot find card '0'
ALSA lib conf.c:4732:(_snd_config_evaluate) function snd_func_card_driver returned error: No such file or directory
ALSA lib confmisc.c:392:(snd_func_concat) error evaluating strings
ALSA lib conf.c:4732:(_snd_config_evaluate) function snd_func_concat returned error: No such file or directory
ALSA lib confmisc.c:1246:(snd_func_refer) error evaluating name
ALSA lib conf.c:4732:(_snd_config_evaluate) function snd_func_refer returned error: No such file or directory
ALSA lib conf.c:5220:(snd_config_expand) Evaluate error: No such file or directory
ALSA lib pcm.c:2642:(snd_pcm_open_noupdate) Unknown PCM default
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 1
Runtime of dfs: 0.15 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **79**
__verbose__: you win
__verbose__: **2177** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 2
Runtime of dfs: 0.01 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **24**
__verbose__: you win
__verbose__: **55** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 3
Runtime of dfs: 0.61 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **403**
__verbose__: you win
__verbose__: **4582** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 4
Runtime of dfs: 0.00 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **27**
__verbose__: you win
__verbose__: **41** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 6
Runtime of dfs: 0.03 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is **55**
__verbose__: you win
__verbose__: **524** cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 7
Runtime of dfs: 1.47 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 707
__verbose__: you win
__verbose__: 16221 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 8
Runtime of dfs: 0.21 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 323
__verbose__: you win
__verbose__: 1756 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 9
Runtime of dfs: 0.75 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 74
__verbose__: you win
__verbose__: 7142 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 10
Runtime of dfs: 0.04 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 37
__verbose__: you win
__verbose__: 392 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 11
Runtime of dfs: 0.05 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 36
__verbose__: you win
__verbose__: 638 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 12

Runtime of dfs: 0.39 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 109

__verbose__: you win

__verbose__: 5116 cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 13

Runtime of dfs: 0.51 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 185

__verbose__: you win

__verbose__: 6341 cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 14

Runtime of dfs: 10.64 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 865

__verbose__: you win

__verbose__: 88800 cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 15

Runtime of dfs: 0.47 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 291

__verbose__: you win

__verbose__: 3842 cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 16

Runtime of dfs: 2812.76 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 0

__verbose__: sorry, you not win

__verbose__: **10000001** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 17

Runtime of dfs: 73.14 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 0

__verbose__: sorry, you not win

__verbose__: 169158 cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 18

pygame 2.5.2 (SDL 2.28.2, Python 3.10.13)
Hello from the pygame community. https://www.pygame.org/contribute.html
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ALSA lib conf.c:4732:(_snd_config_evaluate) function snd_func_concat returned error: No such file or directory
ALSA lib confmisc.c:1246:(snd_func_refer) error evaluating name
ALSA lib conf.c:4732:(_snd_config_evaluate) function snd_func_refer returned error: No such file or directory
ALSA lib conf.c:5220:(snd_config_expand) Evaluate error: No such file or directory
ALSA lib pcm.c:2642:(snd_pcm_open_noupdate) Unknown PCM default
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 1
Runtime of bfs: 0.24 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 12
__verbose__: you win
__verbose__: 2552 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 2
Runtime of bfs: 0.02 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 9
__verbose__: you win
__verbose__: 186 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 3
Runtime of bfs: 0.53 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 15
__verbose__: you win
__verbose__: 2137 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 4
Runtime of bfs: 0.02 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 7
__verbose__: you win
__verbose__: 230 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 5
Runtime of bfs: 510.49 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 20
__verbose__: you win
__verbose__: 2253288 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 6
Runtime of bfs: 0.03 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 19
__verbose__: you win
__verbose__: 612 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 7
Runtime of bfs: 2.51 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 21
__verbose__: you win
__verbose__: 27307 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 8
Runtime of bfs: 0.62 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 97
__verbose__: you win
__verbose__: 5561 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 9
Runtime of bfs: 0.02 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 8
__verbose__: you win
__verbose__: 141 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 10
Runtime of bfs: 0.04 second.
__verbose__: game.py > GameClass > auto_move: algorithm is FINISH
__verbose__: game.py > GameClass > auto_move: number of move is 33
__verbose__: you win
__verbose__: 509 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__: level is 11
Runtime of bfs: 0.04 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 34

__verbose__: you win

__verbose__: 671 cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 12

Runtime of bfs: 0.28 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 23

__verbose__: you win

__verbose__: 2959 cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 13

Runtime of bfs: 0.45 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 31

__verbose__: you win

__verbose__: 4905 cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 14

Runtime of bfs: 8.08 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 23

__verbose__: you win

__verbose__: 65221 cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 15

Runtime of bfs: 0.82 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 105

__verbose__: you win

__verbose__: 6362 cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 16

Runtime of bfs: 66.59 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 34

__verbose__: you win

__verbose__: 160839 cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 17

Runtime of bfs: 75.90 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 0

__verbose__: sorry, you not win

__verbose__: 169158 cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 18

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ALSA lib conf.c:4732:(_snd_config_evaluate) function snd_func_concat returned error: No such file or directory

ALSA lib confmisc.c:1246:(snd_func_refer) error evaluating name

ALSA lib conf.c:4732:(_snd_config_evaluate) function snd_func_refer returned error: No such file or directory

ALSA lib conf.c:5220:(snd_config_expand) Evaluate error: No such file or directory

ALSA lib pcm.c:2642:(snd_pcm_open_noupdate) Unknown PCM default

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 1

Runtime of ucs: 0.17 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 12

__verbose__: you win

__verbose__: **1634** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 2

Runtime of ucs: 0.02 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 9

__verbose__: you win

__verbose__: **181** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 3

Runtime of ucs: 0.31 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 15

__verbose__: you win

__verbose__: **1218** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 4

Runtime of ucs: 0.01 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 7

__verbose__: you win

__verbose__: **171** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 5

Runtime of ucs: 368.95 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 20

__verbose__: you win

__verbose__: **1278998** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 6

Runtime of ucs: 0.03 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 19

__verbose__: you win

__verbose__: **595** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 7

Runtime of ucs: 1.80 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 21

__verbose__: you win

__verbose__: **16767** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 8

Runtime of ucs: 0.68 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 97

__verbose__: you win

__verbose__: **5356** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 9

Runtime of ucs: 0.03 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 8

__verbose__: you win

__verbose__: **174** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 10

Runtime of ucs: 0.05 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 33

__verbose__: you win

__verbose__: **524** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 11

Runtime of ucs: 0.05 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 34

__verbose__: you win

__verbose__: **657** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 12

Runtime of ucs: 0.27 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 23

__verbose__: you win

__verbose__: **2966** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 13

Runtime of ucs: 0.53 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 31

__verbose__: you win

__verbose__: **6011** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 14

Runtime of ucs: 8.86 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 23

__verbose__: you win

__verbose__: **69842** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 15

Runtime of ucs: 0.87 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 105

__verbose__: you win

__verbose__: **6325** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 16

Runtime of ucs: 58.50 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 34

__verbose__: you win

__verbose__: **141814** cnt_process_unit

__verbose__: game.py > GameClass > auto_move algorithm is begin

__verbose__: level is 17

Runtime of ucs: 75.69 second.

__verbose__: game.py > GameClass > auto_move: algorithm is FINISH

__verbose__: game.py > GameClass > auto_move: number of move is 0

```
__verbose__:  sorry, you not win
__verbose__:  169158 cnt_process_unit
__verbose__: game.py > GameClass > auto_move algorithm is begin
__verbose__:  level is 18
```

add Codeadd Markdown