SokobanConsole

# Class :

## Maze :

Maze represent the maze himself.

## Terms

* Square
  + It is square of the maze himself

## Node

this class represent the specific information about the current Node

in sokoban a node is represented by :

\*a movement of a box

\*an accesible zone(zone of the game than the player can access witohut pushing a boxx)

\* \*the position of all the box

\* it is used for retrack the path at the end of the BFS

\*/

## Heuristique

It is the class used for rate a Node

Terms :

* Pivot Point : it is a unique square of the maze which respect the following condition :
  + It is not a goal nor a deadLocks
  + It is obligated to passed through tihs square to put any box on a goal
  + If many square respect the 2 previous conditions, then the square which is the farest from goals will be designed at pivot point
* Ideal goal : this is the best goal to reach. It is the goal which is the farest from the pivot point
  + If many goals are at the same max distance, then the ideal goal is choose arbitrarly
  + Change whenever the current idealGoal is reached by a box
* Chapter : The resolution of the game is dicompose in chapter. The chapter define which is the current idealGoal
  + Change whenever the current idealGoal is reached by a box