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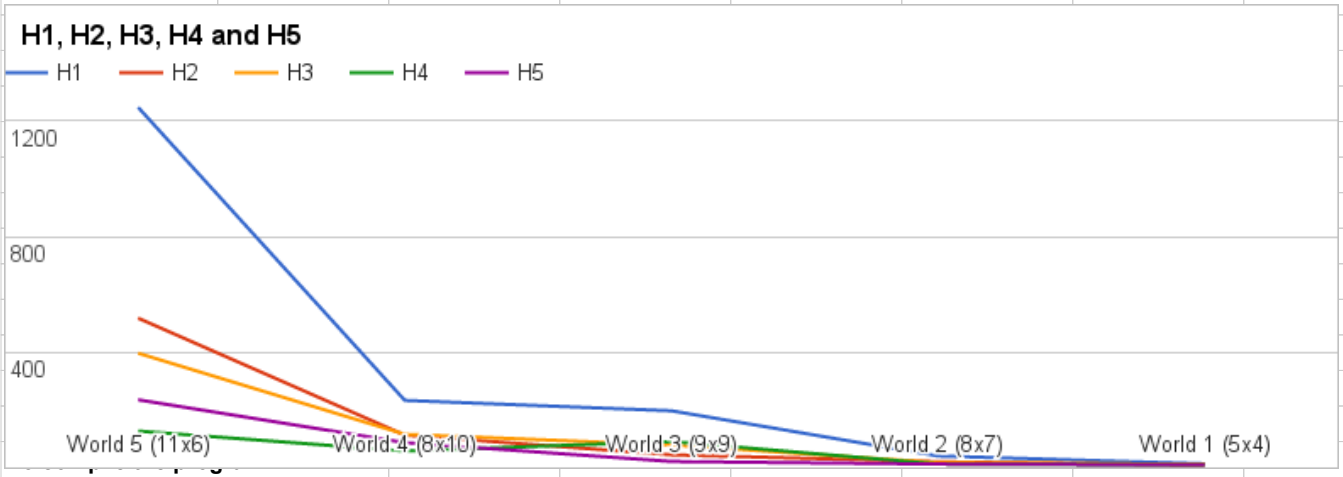
		Number of actions taken to find goal						
	H1	H2	H3	H4	H5	H6	Score	Branching Factor
World 1 (5x4)	4	4	4	4	4	4	95	1.967989671
World 2 (8x7)	5	5	5	5	5	5	93	2.111785765
World 3 (9x9)	7	7	7	7	7	7	92	2.128604751
World 4 (8x10)	6	6	6	6	6	6	89	2.482385979
World 5 (11x6)	7	7	7	7	7	7	87	2.768323652

		Number of expanded nodes						
	H1	H2	H3	H4	H5	H6	gain H1 & H2	gain H5 & H6
World 1 (5x4)	15	11	14	11	11	6	26.66666667	45.45454545
World 2 (8x7)	42	22	19	14	14	7	47.61904762	50
World 3 (9x9)	198	46	80	92	23	12	76.76767677	47.82608696
World 4 (8x10)	234	114	117	59	88	15	51.28205128	82.95454545
World 5 (11x6)	1246	518	397	128	236	15	58.42696629	93.6440678



make

To run the program:

./program <filename> <heuristic int>

We discovered a strange bug near the end of our programming. Different compiliers seem to give different results for the actions taken to reach a goal. The correct sequence for the smallSampleBoard was found on VisualStudio 2013 compilier (free online) but an incorrect path was found

on the gcc compilier found on my ubuntu machine.	
We found that the a 14x12 world was too big to complete in 10 seconds so the random generator keeps the board between 3 and 12 cells for width	
and height.	
QUESTIONS:	
How do the 5 heuristics vary in effectiveness?	For large boards they are much more effective. For smaller boards, the show little difference from other heuristics
How much gain is there to using any heuristic (#1 vs. #2)?	There is a pretty significant difference between using H1 and H2. Gain is listed above.
Is #5 noticeably more effective than the other heuristics?	Yes. It is more noticable for larger boards with more expanded nodes.
For heuristic #6: how does its solution quality compare with #5?	There are generally less expanded nodes with H6 than H5.
Is it performing noticeably worse?	It expands less nodes and seems to find the same solution as the other heuristics for boards we've tried.
How much more efficient is it?	Significantly more efficient. The gain is listed above.