%color definitions:

obs\_color=[139/255 0 0];

spoint\_color=[255/255 105/255 180/255];

gpoint\_color=[139/255 0 139/255];

wall\_color=[65/255 105/255 225/255];

door\_color=[0 128/255 0];

danger\_low=[255/255 255/255 0];

danger\_med=[255/255 127/255 0];

danger\_high=[255/255 0 0];

danger\_color=[danger\_low;danger\_med;danger\_high];

**Map definitions**

**w – Wall**

**s – Start Point**

**g – Goal Point**

**0 – Free Space**

**l – Low danger zone**

**m – Medium danger zone**

**h – High danger zone**

**o - Obstacle**