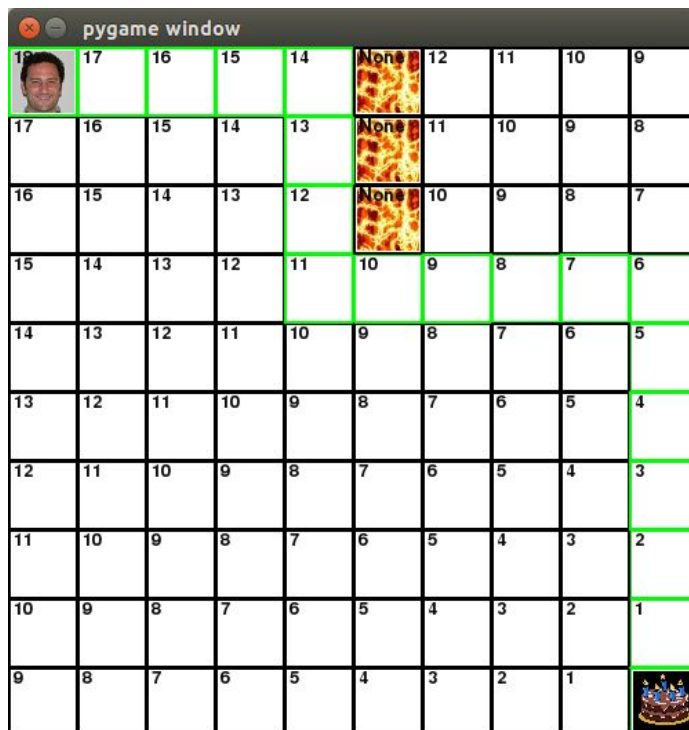


g_cost



Each box display a g_cost associated with the box, which is a cost to get to that specific tile. In this version of code, moving only occurs in either horizontal or vertical direction. Therefore, the g_cost is how many up-down, left-right moves were performed to get to that specific tile.

h_cost



The h_cost is an estimation of the cost to get to the destination. The estimation is done by calculating Manhattan Distance, a sum of horizontal and vertical distance.


f_cost

Jumping

19		None	24	24	24	24	24	24	24	24	
18		None	24	None	24	24	24	24	24	24	
18		None	24	None	24	24	24	24	24	24	
18		None	24	None	24	24	24	24	24	24	
18		None	24	None	24	24	24	24	24	24	
18		None	24	None	24	24	24	24	24	24	
18		None	24	None	24	24	24	24	24	24	
18		None	22	None	24	24	24	24	24	24	
18		None	20	None	24	24	24	24	24	24	
18		18	18	None	24	24	24	24	24		

Jumping costs 8 move but in this case, it is necessary to avoid going all the way up to move around the obstacle.

Swamp

0		5	6	7	8	9	10	11	12	
1		5	6	7	8	9	10	11	12	13
2		None	7	8	9	10	11	12	13	14
3		None	8	9	10	11	12	13	14	15
4		None	9	10	11	12	13	14	15	16
5		None	10	None	12	13	14	15	16	17
6		None	11	None	13	14	15	16	17	18
7		None	12	None	14	15	16	17	18	19
8		None	12	None	15	16	17	18	19	20
9		10	11	None	16	17	18	19	20	

Going through a swamp tile costs 3 extra moves, but it is necessary in order to avoid a costly lava obstacle on the bottom.