



الجمهورية العربية السورية
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لعبة إيجاد الكنز "Find the Treasure":

Game Setup:

- The game world is represented as a grid (2D array).
- Some cells are walkable, while others are blocked (obstacles).
- There is a starting point and a treasure to be found.
- The player must find the shortest path from the start to the treasure.

Task Requirements:

- Implement the game using BFS (Breadth-First Search) using Python Code.
- The grid is manually set with some obstacles.
- The output should display the path found by each algorithm in the console (the steps from start to the treasure).

Example Grid:

S = Start, T = Treasure, X = Obstacle, O = Open Space

S	O	O	X	O
X	X	O	X	O
O	O	O	O	T
O	X	X	O	O

Or in code Like that:

```
[['S', 'O', 'O', 'X', 'O'],  
 ['X', 'X', 'O', 'X', 'O'],  
 ['O', 'O', 'O', 'O', 'T'],  
 ['O', 'X', 'X', 'O', 'O']]
```

Sample Output:

You can print the map on each step or just print like that:

Path found: [(0, 0), (0, 1), (0, 2), (1, 2), (2, 2), (2, 3), (2, 4)]