Changed A* and Heuristic:

Main Changes: If the (diagonal)distance from Cur-to-End is greater than Start-to-End, don't include.

Final Run:
PathCost: 806.7765611418041 Uncovered: 44972 TimeTaken: 9738

Test Runs:

First Run:
PathCost: 810.0350449506955
Uncovered: 48655
TimeTaken: 11444

Second Run:
PathCost: 807.94883681065
Uncovered: 46045
TimeTaken: 11091
Changes: If the distance from Current to End is any bigger than Start to End, ignore it, as we don't want to be going AWAY from the end if at all possible

Third Run:
PathCost: 806.7765611418041 Uncovered: 44972 TimeTaken: 9738
Changes: Full disclaimer, I made a mistake but it reduced the cost. Putting in a check to make sure the cost of moving is greater than zero, if so don't add it to the costs mapping (cost to node). HOWEVER it still added it to the g(n) cost map, the parents map, and the frontier, but now it has a null value in the total-cost-of-the-node map...

Note: The implemented algorithm is a continuation of the AStarExp_UNOPTIMAL algorithm, as that one performed better as it came to time and nodes. It was just not 100% optimal before.