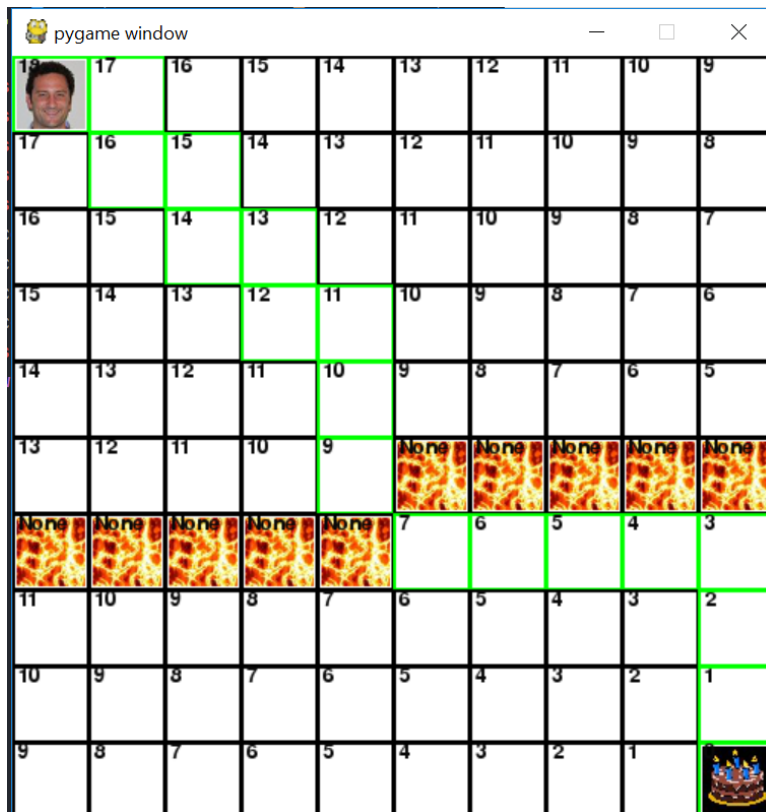


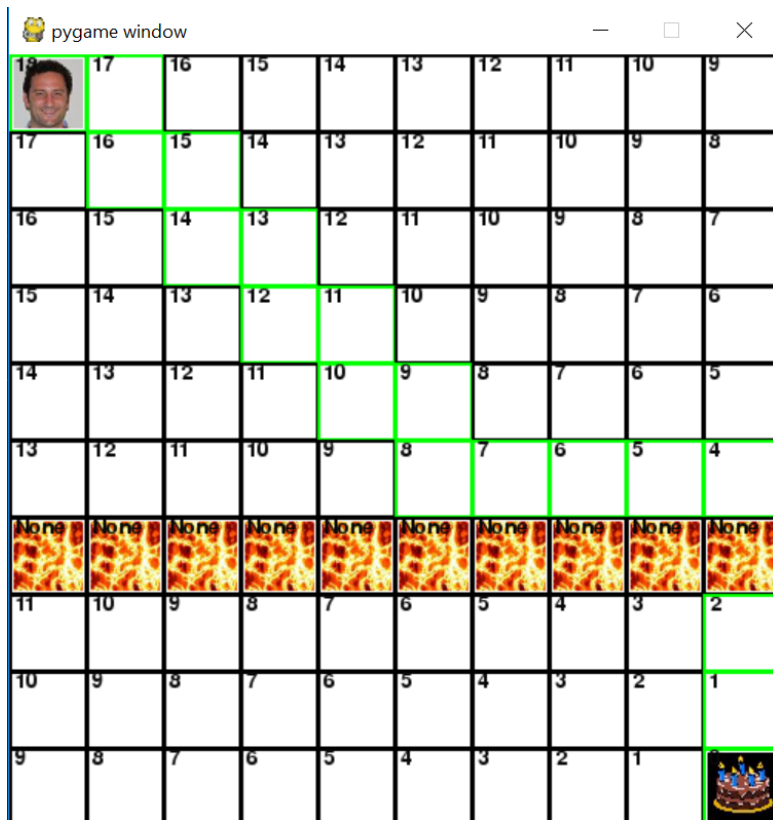


1. F score is printed – f score is g score + h score (the lowest number represents the shortest way and is therefore chosen).
2. G score is printed – g score is the number of tiles you have passed since you started.
3. H score is printed – h score is the linear distance to the goal



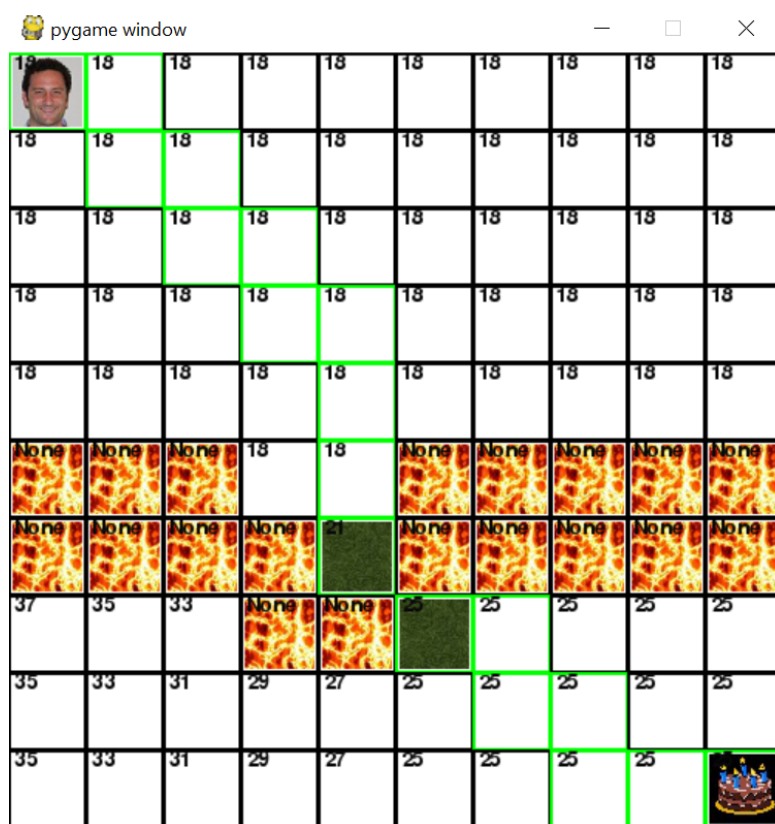
Implementation: moving diagonally

For this implementation, as you can see, the displayed pathway is the shortest one to get to the goal. This since our character can't jump over things yet. The diagonal way is the only way to get to the goal, therefor it is worth the extra steps it takes. In the picture, the h value is printed as the cost to draw.



Implementation: Jumping over lava

Here you have to jump over even though it costs 8 steps. This to get to the goal. In the picture, the h value is printed as the cost to draw.



Implementation: swamp

Here is the swamp implemented and possible to walk through both straight through and diagonally. The swamp tiles costs more of your score but makes you come to the goal. In the picture, the f value is printed as the cost to draw.