Rush Hour Jr. is a board game for kids 5 and up, in which an ice-cream truck has to get out of a traffic jam (Amazon ASIN B00GRV5JNY). The board is a grid of 6 by 6 and the ice-cream truck is always located in some place on the third row and the exit is on the right hand side. The goal is to bring the ice-cream truck out of the grid. The other cars and buses are located on the grid to impede

to move forward or backward by one element and the cost of moving one position is 1. The input to the program is a list of n-tuples, one per vehicle, each with 4 characters: VXYZ.

• V indicates the type: (C)ar, (B)uses or (I)ce-cream truck).

• X indicates the direction: (H)orizontal or (V)ertical.

• Y indicates the row: A ... F.

• Z indicated the column: 1...6.

If the vehicle is placed vertically, the row is the top row occupied by the vehicle and if the vehicle is placed horizontally, the column if the leftmost column occupied by the vehicle.

The first vehicle in the list is always the ice-cream truck (that measures 2 units as the cars). Image 1 the input would be: IHC3, CVA3, BHB4, CVC5, CVE5.

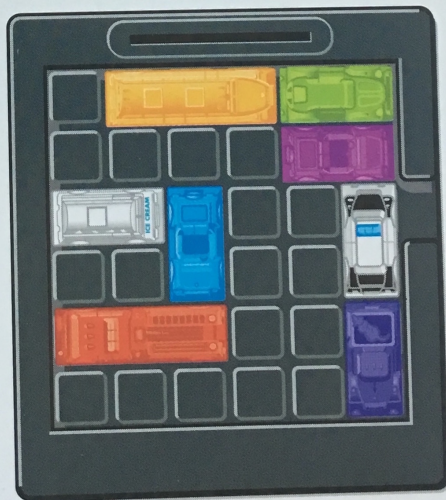RUSHHOUR Jr.

EASY   1

RUSHHOUR Jr.
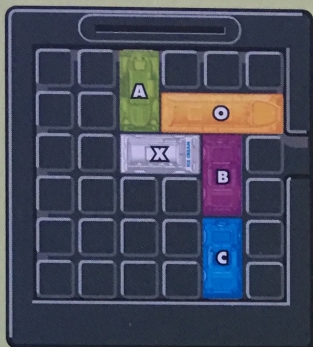
EASY   5

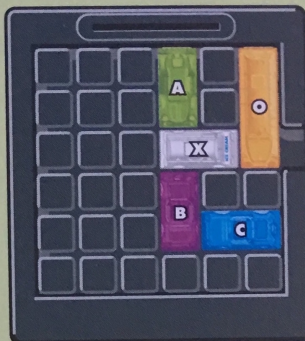RUSHHOUR Jr.

EASY   9

RUSHHOUR Jr.

MEDIUM   11

SOLUTION

▶ X←2 A↓3 O←2 B↑2 X→6 ○

EASY   **1**

SOLUTION

▶ X←2 B↑1 C←3 B↓1 O↓3
X→5 ○ ▶

EASY   **5**

SOLUTION
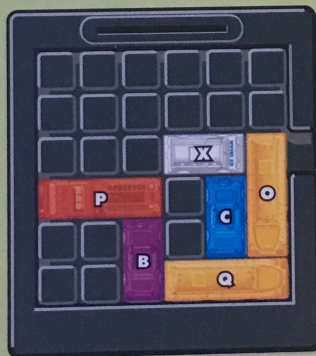
▶ O↑2 X←3 C↑3 P→3 B↑4
Q←1 P←1 O↓3 X→6 ○

EASY   **9**

SOLUTION
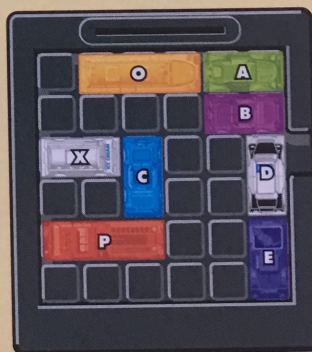
▶ B←1 O←1 A←1 D↑2 E↑2
P→3 C↓1 X→3 C↑1 P←1
E↓1 X→3 ○ ▶

MEDIUM   **11**