Formation as a search problem:  
define state

Define actions

Define goals i.e final row  
define path cost (move cost)

Algorithm   
why we chose this, (bfs failed)

Efficiency

Completeness

Optimality

Time and space complexity

Branching factor (pieces \* 6 ) max

Max depth (number of board locations – blocks – 1)

Queue length (space complexity)

Queue sorting, (time complexity)

Dictionary seen space complexity and time complexity.