
Map Algorithm Data

Here is an example of the A* algorithm traversing a map string, the agent can pick up fuel, traverse the space until it reaches a goal node, note the border and X characters are considered walls and cannot be moved through, . identifies places popped and * identifies the selected path.

```
1  +-----+
2  |               X |
3  |  S      XXXX  G |
4  |   X   X      |
5  |   X       X   |
6  |   X   X   X X |
7  +-----+
```

The output (traversed graph) is as follows:

```
1  +-----+
2  | .....X |
3  | .S*****X*G |
4  | ...X.*X***** |
5  | ..X.***..X |
6  |   X   X   X X |
7  +-----+
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