Using A* to solve Navigation Problems

Kristian Våge and Bjørn Bråthen

September 18, 2015

1 Central aspects of your A* program

1.1 The agenda and how it is managed

The agenda. . .

1.2 Generality of the program

Very general. . .

```python
class HelloWorldPrintable(object):
    def __init__(self):
        self.string = 'hello, world!'

    def __str__(self):
        return self.string

print(HelloWorldPrintable())
```

1.3 Heuristic function and method for generating successor states

Very heuristic..