**MP1 Report**

**Part 1.1**

1. medium maze

* DFS

maze with computed path

solution cost

number of expanded nodes

* BFS

maze with computed path

solution cost

number of expanded nodes

* Greedy

maze with computed path

solution cost

number of expanded nodes

2. big maze

* DFS

maze with computed path

solution cost

number of expanded nodes

* BFS

maze with computed path

solution cost

number of expanded nodes

* Greedy

maze with computed path

solution cost

number of expanded nodes

3. open maze

* DFS

maze with computed path

solution cost

number of expanded nodes

* BFS

maze with computed path

solution cost

number of expanded nodes

* Greedy

maze with computed path

solution cost

number of expanded nodes

**Part 1.2: A\***

1. tiny maze

maze with computed path

solution cost

number of expanded nodes

2. small maze

maze with computed path

solution cost

number of expanded nodes

3. medium maze

maze with computed path

solution cost

number of expanded nodes

**Heuristic for A\***