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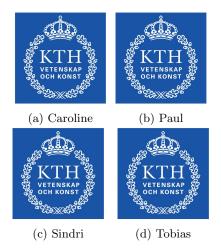
ARTIFICIAL INTELLIGENCE, DD2380

Final project: sokoban

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Abstract

asdf

1 Introduction

Sokoban is an popular puzzel dating back to the eighties. The original setting of the puzzel is a warehouse and the problem is to push boxes around to predefined storage locations. But the underlying problem is of course much more abstract. The rules are simple [1]:

    I Only one box can be pushed at a time.

   II A box cannot be pulled.

 III The player cannot walk through boxes or walls.

 IV The puzzle is solved when all boxes are located at storage locations.

Though the rules are simple the problem is quite difficult and has been proven to be NP-hard. This is not only due to the brancing factor but also the enormous deepth of the search tree [1].

2 Design

2.1 States

2.2 Search

sdf [2]

2.3 Pruning

3 Results

4 Conclusions

References

[1] Unknown author. sokoban on wikipedia, Oktober 2012.

[2] Timo Virkkala. Solving sokoban. Master's thesis, UNIVERSITY OF HELSINKI.