CS 440 MP1 Section Q4

Christian Howard howard 28@illinois.edu

Luke Pitstick pitstck2@illinois.edu

Liuyi Shi liuyis2@illinois.edu

Abstract

Within this report, we investigate creating agents that use different path planning algorithms and do an analysis of how they compare for a set of sample problems. Insert summary of results. We later apply A^* algorithms to guide an agent to solving the Sokoban puzzle. Insert summary of results.

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