(a)

Assumptions: I assume '?' terrain is passable, Map with Path:

```
S * . * . * . * G
. # . # . # . .
. . * ? * . . .
```

coords: (0,0) -> (1,3) -> (2,4) -> (3,5) -> (3,6) -> (4,6)

(b)

Assumptions: I assume '?' terrain is passable, Map with Path:

```
S * . # * ? * . G
# . # ? . ? # .
. . . . # . . .
. # ? . ? . # #
. . # . . . ? .
```

coords: (0,0) -> (1,2) -> (2,3) -> (3,4) -> (4,5)