For part 3 I prioritised success rate, then shorter path length, then time.

In part 3 my agent does the following
- Find the board dimensions.
- Find the locations of oracles & charging stations
- While multiple possible identities:
  - Find the two oracles which are closest by euclidean distance (pruning)
  - Find paths to locations adjacent to both of these.
  - Follow shortest path.
  - Update possible identities (outputs clue & remaining suspects)
  - Find shortest path to a charging station.
  - Go to charge station & charge.
- Output result

Notes
- When finding paths if it encounters a path of length >50 then it stops looking for a path to that point, this does mean some valid paths are not found but I believe this is a reasonable limit as it is a bit longer than the length of the main diagonal. (I didnt account for different board sizes heres)
- The number above the agent is the length of the current path it is considering
- The agent always goes to a charging station after an oracle (even if it has discovered the identity)

(allowed) Causes of failure:
- Both charging stations are unreachable in under 50 moves.
- Both of the two closest unused oracles are unreachable in under 50 moves (for all their adjacent spaces)

There is no part 4