

→ ***What other types of problems can we solve using this method? In other words, the problem probably deals with a very specific situation. Can we categorize what general category of problems this method can solve?***

- ◆ Better for unweighted directed searches (the goal is known)
- ◆ Calculating Directions on a map from one point to another with road closures
- ◆ Unweighted pathfinding problems, where the end is known. (i.e. traversing a corn maze, ocean pathfinding)

→ ***Assuming that this solution does not give us a fully autonomous artificial mind, what is holding us back?***

- ◆ Only works on a uniform cost grid
- ◆ Unable to change based on new obstacle in the environment
- ◆ This algorithm cannot determine if a future tile is better due to having fewer obstacles as neighbors. If this is known, a better directional move can be used.
- ◆ The heuristic is constant, and unchanging, unlike intelligent life which can learn and evolve its decision making process.

→ ***Can we restate this problem and/or add more tools to gain more ground in our search for the artificial mind? What small change will force us to develop a solution that is one step closer to a fully autonomous artificial mind?***

- ◆ Your path cant be within a certain distance of an obstacle but in order to find the obstacle exclusion radius you must frontier closer to it and then backtrack and potentially have to adjust your path.
- ◆ given a map and a goal node, use surroundings to find the robots location on that map then find the goal
 - Robot does not know the starting node and instead must infer it from surroundings