Q:
What are the two main differences between the starter code's A* implementation (for use in CBS) and an A* implementation for single agent pathfinding? One sentence is enough to describe each difference

A:
CBS A* must keep track of temporal components, ie. at what time the agent occupies each state along its path. CBS A* must also be able to consider and avoid conflicts with other agents, ie. not occupy specified locations at a given time. Normal A* does not include either of these.