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.