Test results in regards league table: 8-jule-2023, 11:30 PM CET

League Table: https://learn.london.ac.uk/mod/page/view.php?id=127010

Dvj3-explore-dijkstras-escape https://github.com/djv3/CSM100-temple-of-gloom/tree/feature/djikstra-escape

a-star-explore-dijkstras-escape: https://github.com/djv3/CSM100-temple-of-gloom/tree/a-star-explore

Dvj3-explore-a-star-escape: https://github.com/djv3/CSM100-temple-of-gloom/tree/feature/a-star-escape

League table	Dvj3-explore-dijkstras-escape	a-star-explore-dijkstras-escape	Dvj3-explore-a-star-escape
Seed : -4152836868077314850 Gold collected : 47912 Bonus multiplier : 1.26 Score : 60134	Seed : -4152836868077314850 Gold collected : 38341 Bonus multiplier : 1.26 Score : 48434	Seed : -4152836868077314850 Gold collected : 38341 Bonus multiplier : 1.08 Score : 41236	Seed : -4152836868077314850 Gold collected : 38583 Bonus multiplier : 1.08 Score : 41496

Seed : -3967848802208875438
Gold collected : 48597
Bonus multiplier : 1.17
Score   : 56887
	Seed : -3967848802208875438
	Gold collected : 46368
	Bonus multiplier : 1
	Score : 46368
		Seed : -3967848802208875438
		Gold collected : 46368
		Bonus multiplier : 1.02
		Score : 47459
			Seed : -3967848802208875438
			Your code caused an error during the es phase. Please see console output.
			java.lang.IllegalArgumentException: get must be a neighbour of this Node
			        at game.Node.getEdge(Node.java:
			        at game.GameState.moveTo(GameState.java:31
			        at student.Explorer.escape(Explorer.java:2
			        at game.GameState.escape(GameState.java:16
			        at game.GameState.run(GameState
			        at game.GameState.runNewGame(GameState.jav
			        at main.TXTmain.main(TXTmain.ja
			Your solution to escape failed to end a stairs. Your code is not correct!
			Gold collected : 19589
			Bonus multiplier : 1.02
			Score : 20049
			
			Average score : 20049

Seed : 5864101433891852061 Gold collected : 42769 Bonus multiplier : 1.24 Score : 52898	Seed : 5864101433891852061 Gold collected : 34319 Bonus multiplier : 1 Score : 34319	Seed : 5864101433891852061 Gold collected : 34319 Bonus multiplier : 1.27 Score : 43711	Seed : 5864101433891852061 Gold collected : 23042 Bonus multiplier : 1.27 Score : 29348

Seed : 7445652272991402161
Gold collected : 43477
Bonus multiplier : 1.2
Score   : 52289
	Seed : 7445652272991402161
	Gold collected : 36633
	Bonus multiplier : 1
	Score : 36633
		Seed : 7445652272991402161
		Gold collected : 36633
		Bonus multiplier : 1.23
		Score : 45048
			Seed : 7445652272991402161
			Your code caused an error during the es phase. Please see console output.
			java.lang.IllegalArgumentException: get must be a neighbour of this Node
			        at game.Node.getEdge(Node.java:
			        at game.GameState.moveTo(GameState.java:31

			at student.Explorer.escape(Explorer.java:2 at game.GameState.escape(GameState.java:16 at game.GameState.run(GameState at game.GameState.runNewGame(GameState.jav at main.TXTmain.main(TXTmain.ja Your solution to escape failed to end a stairs. Your code is not correct! Gold collected : 15429 Bonus multiplier : 1.23 Score : 18973
Seed : 8781946738346443336 Gold collected : 40091 Bonus multiplier : 1.28 Score : 51174	Seed : 8781946738346443336 Gold collected : 34662 Bonus multiplier : 1.29 Score : 44652	Seed : 8781946738346443336 Gold collected : 34662 Bonus multiplier : 1.26 Score : 43633	Seed : 8781946738346443336 Your code caused an error during the es phase. Please see console output. java.lang.IllegalArgumentException: get must be a neighbour of this Node at game.Node.getEdge(Node.java: at student.Explorer.getPathLength(Explorer at student.Explorer.escape(Explorer.java:1 at game.GameState.escape(GameState.java:16 at game.GameState.run(GameState at game.GameState.runNewGame(GameState.jav at main.TXTmain.main(TXTmain.ja Your solution to escape failed to end a stairs. Your code is not correct! Gold collected : 0 Bonus multiplier : 1.26 Score : 0
Seed : -8753562310865996698 Gold collected : 41402 Bonus multiplier : 1.22 Score : 50372	Seed : -8753562310865996698 Gold collected : 37173 Bonus multiplier : 1 Score : 37173	Seed : -8753562310865996698 Gold collected : 37173 Bonus multiplier : 1.21 Score : 45020	Seed : -8753562310865996698 Your code caused an error during the es phase. Please see console output. java.lang.IllegalArgumentException: get must be a neighbour of this Node at game.Node.getEdge(Node.java: at game.GameState.moveTo(GameState.java:31 at student.Explorer.escape(Explorer.java:2 at game.GameState.escape(GameState.java:16 at game.GameState.run(GameState at game.GameState.runNewGame(GameState.jav at main.TXTmain.main(TXTmain.ja Your solution to escape failed to end a stairs. Your code is not correct! Gold collected : 11297 Bonus multiplier : 1.21 Score : 13681
Seed : -757868709594414956 Gold collected : 38420 Bonus multiplier : 1.29 Score : 49720	Seed : -757868709594414956 Gold collected : 35596 Bonus multiplier : 1.12 Score : 39993	Seed : -757868709594414956 Gold collected : 35596 Bonus multiplier : 1.28 Score : 45646	Seed : -757868709594414956 Your code caused an error during the es phase. Please see console output. java.lang.IllegalArgumentException: get must be a neighbour of this Node at game.Node.getEdge(Node.java: at student.Explorer.getPathLength(Explorer at student.Explorer.escape(Explorer.java:1 at game.GameState.escape(GameState.java:16 at game.GameState.run(GameState

			at game.GameState.runNewGame(GameState.jav at main.TXTmain.main(TXTmain.ja Your solution to escape failed to end a stairs. Your code is not correct! Gold collected : 0 Bonus multiplier : 1.28 Score : 0

Seed : -
5747184872657058727
Gold collected : 37534
Bonus multiplier : 1.28
Score   : 47982
	Seed : -
	5747184872657058727
	Gold collected :
	38916
	Bonus multiplier :
	1.04
	Score :
	40283
		Seed : -
		5747184872657058727
		Gold collected :
		38916
		Bonus multiplier :
		1.21
		Score :
		47225
			Seed : -5747184872657058727
			Your code caused an error during the es
			phase. Please see console output.
			java.lang.IllegalArgumentException: get
			must be a neighbour of this Node
			    at game.Node.getEdge(Node.java:
			    at
			student.Explorer.getPathLength(Explorer
			    at
			student.Explorer.escape(Explorer.java:1
			    at
			game.GameState.escape(GameState.java:16
			    at game.GameState.run(GameState
			    at
			game.GameState.runNewGame(GameState.jav
			    at main.TXTmain.main(TXTmain.ja
			Your solution to escape failed to end a
			stairs. Your code is not correct!
			Gold collected : 0
			Bonus multiplier : 1.21
			Score : 0

Seed : -
7761980840912806448
Gold collected : 40881
Bonus multiplier : 1.17
Score   : 47837
	Seed : -
	7761980840912806448
	Gold collected :
	40000
	Bonus multiplier : 1
	Score :
	40000
		Seed : -
		7761980840912806448
		Gold collected :
		40000
		Bonus multiplier :
		1
		Score :
		40000
			Seed : -7761980840912806448
			Your code caused an error during the es
			phase. Please see console output.
			java.lang.IllegalArgumentException: get
			must be a neighbour of this Node
			    at game.Node.getEdge(Node.java:
			    at
			student.Explorer.getPathLength(Explorer
			    at
			student.Explorer.escape(Explorer.java:1
			    at
			game.GameState.escape(GameState.java:16
			    at game.GameState.run(GameState
			    at
			game.GameState.runNewGame(GameState.jav
			    at main.TXTmain.main(TXTmain.ja
			Your solution to escape failed to end a
			stairs. Your code is not correct!
			Gold collected : 0
			Bonus multiplier : 1
			Score : 0

Seed : - 4501867144509231625 Gold collected : 36893 Bonus multiplier : 1.29 Score : 47755	Seed : - 4501867144509231625 Gold collected : 32267 Bonus multiplier : 1 Score : 32267	Seed : - 4501867144509231625 Gold collected : 32267 Bonus multiplier : 1 Score : 32267	Seed : -4501867144509231625 Gold collected : 24170 Bonus multiplier : 1 Score : 24170
Seed : 9178600685835736767 Gold collected : 37206 Bonus multiplier : 1.28 Score : 47670	Seed : 9178600685835736767 Gold collected : 36279 Bonus multiplier : 1 Score : 36279	Seed : 9178600685835736767 Gold collected : 36279 Bonus multiplier : 1.26 Score : 45802	Seed : 9178600685835736767 Gold collected : 24044 Bonus multiplier : 1.26 Score : 30355

Seed : 8849755165154918804
Gold collected :
 	
  37967
 	
Bonus multiplier : 1.25
Score   : 47637
	Seed :
	8849755165154918804
	Gold collected :
	34248
	Bonus multiplier :
	1.13
	Score :
	38706
		Seed :
		8849755165154918804
		Gold collected :
		34248
		Bonus multiplier :
		1.28
		Score :
		44005
			Seed : 8849755165154918804
			Your code caused an error during the es
			phase. Please see console output.
			java.lang.IllegalArgumentException: get
			must be a neighbour of this Node
			        at game.Node.getEdge(Node.java:
			        at
			student.Explorer.getPathLength(Explorer
			        at
			student.Explorer.escape(Explorer.java:1
			        at
			game.GameState.escape(GameState.java:16
			        at game.GameState.run(GameState
			        at
			game.GameState.runNewGame(GameState.jav
			        at main.TXTmain.main(TXTmain.ja
			Your solution to escape failed to end a
			stairs. Your code is not correct!
			Gold collected : 0
			Bonus multiplier : 1.28
			Score : 0

Seed : - 8795875982559746259 Gold collected : 37748 Bonus multiplier : 1.26 Score : 47483	Seed : – 8795875982559746259 Gold collected : 44711 Bonus multiplier : 1 Score : 44711	Seed : – 8795875982559746259 Gold collected : 44711 Bonus multiplier : 1.28 Score : 57418	Seed : –8795875982559746259 Gold collected : 28894 Bonus multiplier : 1.28 Score : 37105

Seed :
8207908124709091172
Gold collected : 37165
Bonus multiplier : 1.26
Score   : 46776
	Seed :
	8207908124709091172
	Gold collected :
	23569
	Bonus multiplier :
	1.04
	Score :
	24625
		Seed :
		8207908124709091172
		Gold collected :
		23569
		Bonus multiplier :
		1.27
		Score :
		29989
			Seed : 8207908124709091172
			Your code caused an error during the es
			phase. Please see console output.
			java.lang.IllegalArgumentException: get
			must be a neighbour of this Node
			        at game.Node.getEdge(Node.java:
			        at
			game.GameState.moveTo(GameState.java:31
			        at
			student.Explorer.escape(Explorer.java:2
			        at
			game.GameState.escape(GameState.java:16
			        at game.GameState.run(GameState
			        at
			game.GameState.runNewGame(GameState.jav
			        at main.TXTmain.main(TXTmain.ja
			Your solution to escape failed to end a
			stairs. Your code is not correct!
			Gold collected : 14003
			Bonus multiplier : 1.27
			Score : 17817

Seed :
4218948394500449828
Gold collected : 36480
Bonus multiplier : 1.27
Score   : 46402
	Seed :
	4218948394500449828
	Gold collected :
	29929
	Bonus multiplier :
	1.27
	Score :
	37949
		Seed :
		4218948394500449828
		Gold collected :
		29929
		Bonus multiplier :
		1.28
		Score :
		38309
			Seed : 4218948394500449828
			Your code caused an error during the es
			phase. Please see console output.
			java.lang.IllegalArgumentException: get
			must be a neighbour of this Node
			        at game.Node.getEdge(Node.java:
			        at
			student.Explorer.getPathLength(Explorer
			        at
			student.Explorer.escape(Explorer.java:1
			        at
			game.GameState.escape(GameState.java:16
			        at game.GameState.run(GameState
			        at
			game.GameState.runNewGame(GameState.jav
			        at main.TXTmain.main(TXTmain.ja
			Your solution to escape failed to end a
			stairs. Your code is not correct!

			Gold collected : 0 Bonus multiplier : 1.28 Score : 0

Seed :
3694314465540184459
Gold collected   : 37244
Bonus multiplier : 1.23
Score   : 45988
	Seed :
	3694314465540184459
	Gold collected :
	24882
	Bonus multiplier : 1
	Score :
	24882
		Seed :
		3694314465540184459
		Gold collected :
		24882
		Bonus multiplier :
		1.29
		Score :
		32022
			Seed : 3694314465540184459
			Your code caused an error during the es
			phase. Please see console output.
			java.lang.IllegalArgumentException: get
			must be a neighbour of this Node
			        at game.Node.getEdge(Node.java:
			        at
			student.Explorer.getPathLength(Explorer
			        at
			student.Explorer.escape(Explorer.java:1
			        at
			game.GameState.escape(GameState.java:16
			        at game.GameState.run(GameState
			        at
			game.GameState.runNewGame(GameState.jav
			        at main.TXTmain.main(TXTmain.ja
			Your solution to escape failed to end a
			stairs. Your code is not correct!
			Gold collected : 0
			Bonus multiplier : 1.29
			Score : 0

Seed : - 5936268151507118028 Gold collected : 35483 Bonus multiplier : 1.27 Score : 45142	Seed : - 5936268151507118028 Gold collected : 31692 Bonus multiplier : 1 Score : 31692	Seed : - 5936268151507118028 Gold collected : 31692 Bonus multiplier : 1.2 Score : 38030	Seed : -5936268151507118028 Gold collected : 18215 Bonus multiplier : 1.2 Score : 21858
Seed : - 4779223688972917879 Gold collected : 34216 Bonus multiplier : 1.29 Score : 44300	Seed : - 4779223688972917879 Gold collected : 26016 Bonus multiplier : 1 Score : 26016	Seed : - 4779223688972917879 Gold collected : 26016 Bonus multiplier : 1.29 Score : 33683	Seed : -4779223688972917879 Gold collected : 17631 Bonus multiplier : 1.29 Score : 22827
Seed : - 8522969912440837840 Gold collected : 33997 Bonus multiplier : 1.3 Score : 44196	Seed : - 8522969912440837840 Gold collected : 40955 Bonus multiplier : 1.29 Score : 52900	Seed : - 8522969912440837840 Gold collected : 40955 Bonus multiplier : 1.3 Score : 53241	Seed : -8522969912440837840 Gold collected : 21212 Bonus multiplier : 1.3 Score : 27575

Seed :
6496594554013205192
Gold collected   : 34103
Bonus multiplier : 1.29
Score   : 44120
	Seed :
	6496594554013205192
	Gold collected :
	26744
	Bonus multiplier : 1
	Score :
	26744
		Seed :
		6496594554013205192
		Gold collected :
		26744
		Bonus multiplier :
		1.29
		Score :
		34432
			Seed : 6496594554013205192
			Your code caused an error during the es
			phase. Please see console output.
			java.lang.IllegalArgumentException: get
			must be a neighbour of this Node
			        at game.Node.getEdge(Node.java:
			        at
			student.Explorer.getPathLength(Explorer
			        at
			student.Explorer.escape(Explorer.java:1
			        at
			game.GameState.escape(GameState.java:16
			        at game.GameState.run(GameState
			        at
			game.GameState.runNewGame(GameState.jav
			        at main.TXTmain.main(TXTmain.ja
			Your solution to escape failed to end a
			stairs. Your code is not correct!

			Gold collected : 0 Bonus multiplier : 1.29 Score : 0
Seed : 6629009396325103285 Gold collected : 35320 Bonus multiplier : 1.25 Score : 44084	Seed : 6629009396325103285 Gold collected : 30859 Bonus multiplier : 1.11 Score : 34173	Seed : 6629009396325103285 Gold collected : 30859 Bonus multiplier : 1.25 Score : 38630	Seed : 6629009396325103285 Gold collected : 30841 Bonus multiplier : 1.25 Score : 38608

Seed :
2832876979625815005
Gold collected   : 35962
Bonus multiplier : 1.22
Score   : 43873
League table
	Seed :
	2832876979625815005
	Gold collected :
	29259
	Bonus multiplier : 1
	Score :
	29259
		Seed :
		2832876979625815005
		Gold collected :
		29259
		Bonus multiplier :
		1.21
		Score :
		35305
			Seed : 2832876979625815005
			Your code caused an error during the es
			phase. Please see console output.
			java.lang.IllegalArgumentException: get
			must be a neighbour of this Node
			        at game.Node.getEdge(Node.java:
			        at
			student.Explorer.getPathLength(Explorer
			        at
			student.Explorer.escape(Explorer.java:1
			        at
			game.GameState.escape(GameState.java:16
			        at game.GameState.run(GameState
			        at
			game.GameState.runNewGame(GameState.jav
			        at main.TXTmain.main(TXTmain.ja
			Your solution to escape failed to end a
			stairs. Your code is not correct!
			Gold collected : 0
			Bonus multiplier : 1.21
			Score : 0

Seed : - 5845531988250598653 Gold collected : 43564 Bonus multiplier : 1 Score : 43564	Seed : - 5845531988250598653 Gold collected : 38957 Bonus multiplier : 1.08 Score : 41986	Seed : - 5845531988250598653 Gold collected : 38957 Bonus multiplier : 1.09 Score : 42636	Seed : -5845531988250598653 Gold collected : 31818 Bonus multiplier : 1.09 Score : 34823
Seed : - 1906048792819286095 Gold collected : 43164 Bonus multiplier : 1 Score : 43164	Seed : - 1906048792819286095 Gold collected : 41073 Bonus multiplier : 1.06 Score : 43742	Seed : - 1906048792819286095 Gold collected : 41073 Bonus multiplier : 1 Score : 41073	Seed : -1906048792819286095 Gold collected : 23897 Bonus multiplier : 1 Score : 23897