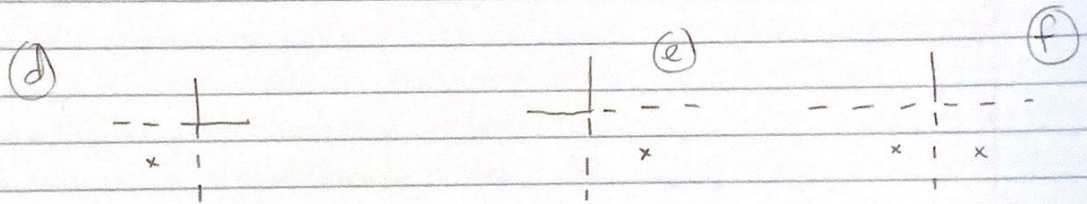
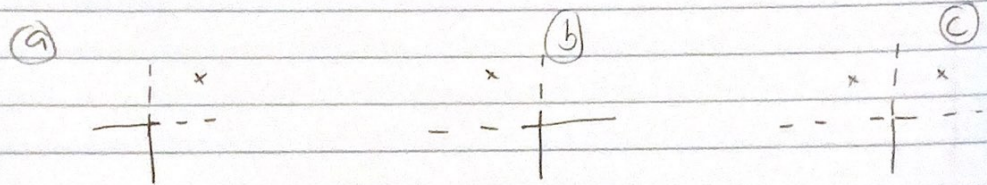


## Algo for Cornergraph search space

- Identify corners (convex) in a map and place nodes at a certain distance from the corner.  
 as I present the following test cases for a corner in the map



- To start, I loop through the points (0/1) from "levelInfo.mapData" and check for a "1" entry which means there is an obstacle at that point in the map.
- From here, I check to find which of the cases above matches this point, where the bold lines are obstructed ("1") and the dashed lines are empty ("0"), and ("x") shows where a corner node would be placed.
- Quadrant system: Each corner falls into a quadrant

