

Intro. to Artificial Intelligence (CSC 4301)

Summer '22

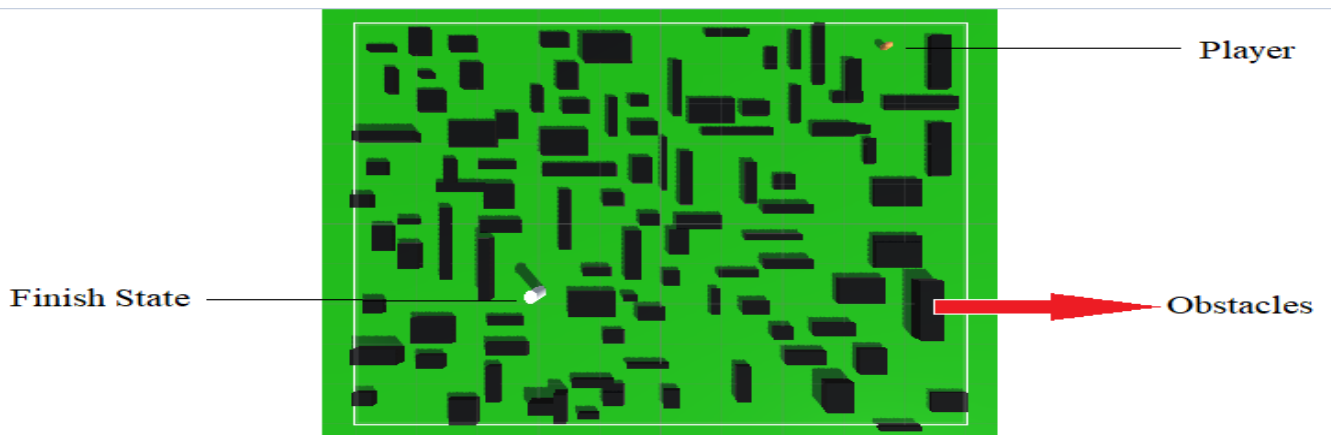
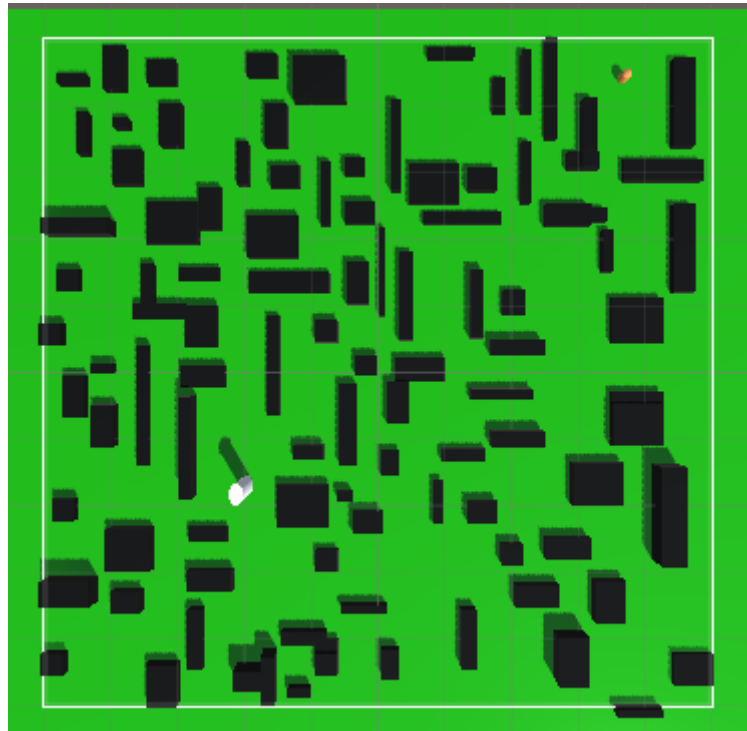
Project #1

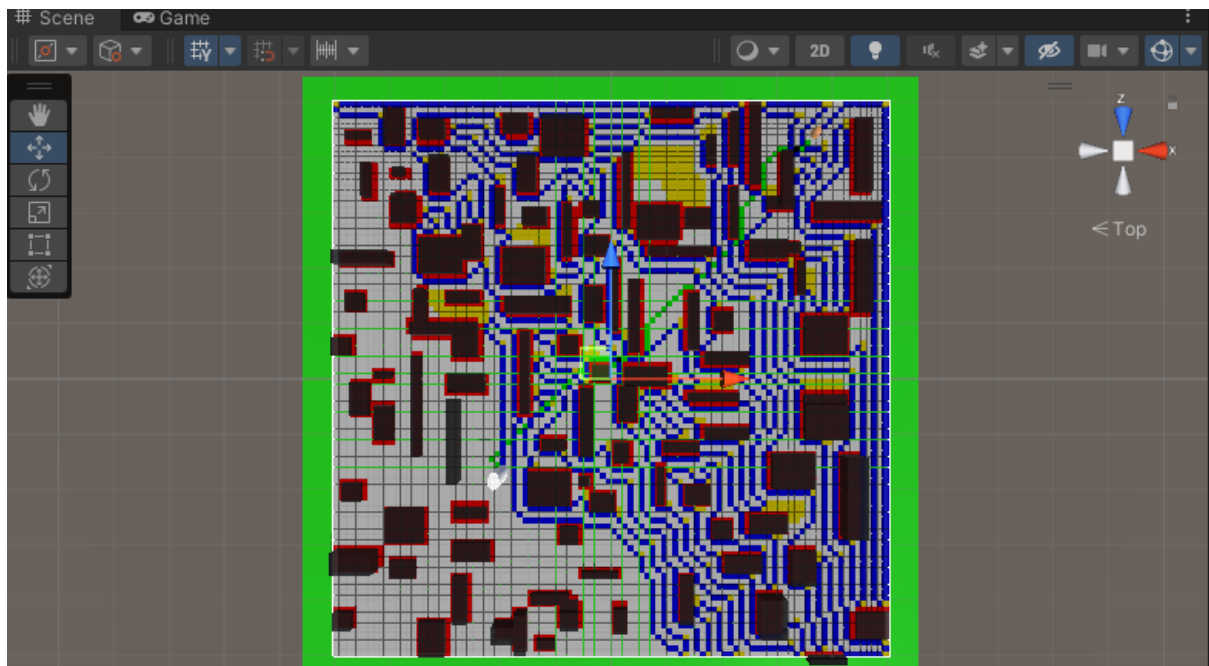
**Group Members**

Fahd El Mamoun <77045>

Hamza Bakhadda <76734>

## Grid & Environment:





```
[22:40:11] A* Execution Time: 1 ms
UnityEngine.Debug:Log (object)

[22:40:11] UCS Execution Time: 81 ms
UnityEngine.Debug:Log (object)

[22:40:11] BFS Execution Time: 7 ms
UnityEngine.Debug:Log (object)

[22:40:11] DFS Execution Time: 2 ms
UnityEngine.Debug:Log (object)
```

⇒ A\* is usually the one that generates the shortest path in a “short” amount of time, whereas UCS is definitely the slowest one, while BFS has been the fastest and DFS the one with the highest path.