Fonctionnement du logiciel IA de Jeu :

# Génération du labyrinthe :

Exemple de labyrinthe 10 x 10 :

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |
|  | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |  |
| 1 | 2 |  |  |  |  |  |  | 11 |  |
|  | 3 |  |  |  |  |  |  | 12 |  |
|  | 4 |  |  |  |  |  |  | 13 |  |
|  | 5 |  |  |  | 23 |  |  | 14 |  |
|  | 6 |  |  | 25 |  | 21 |  | 15 |  |
|  |  | 8 |  | 26 |  | 20 |  | 16 |  |
|  |  |  | 10 28 |  |  | 19 | 18 | 17 |  |
|  |  |  | 11 29 |  |  |  |  |  |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
| 1 | 2 | 3 | 4 |  |  |  |  |  |  |
|  | 3 |  |  | 6 |  |  |  |  |  |
|  | 4 |  |  |  | 8 |  |  |  |  |
|  | 5 |  |  |  |  | 10 |  |  |  |
|  | 6 |  |  |  |  |  | 12 |  |  |
|  | 8 |  |  |  |  |  |  | 14 |  |
|  | 10 | 12 | 14 | 15 | 16 | 17 | 18 | 19 | 16 20 |
|  |  |  |  |  |  |  |  |  |  |