

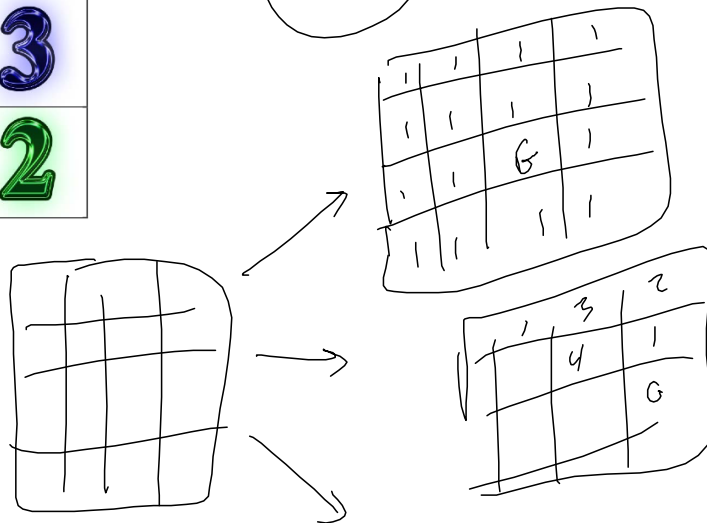
## Rook Jumping

Monday, September 19, 2016 9:24 AM

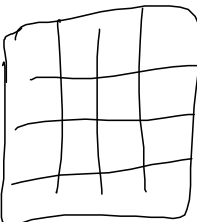
Start

3	4	1	3	1
3	3	3	G	2
3	1	2	2	3
4	2	3	3	3
4	1	4	3	2

BFS  
DFS  
UCS  
A\*



Solution: DRLUDLRULLRDU

state:  Complete config  
set of cells  
w/ numbers  
(or empty)

init: random state, or grid of 3s or empty grid

goal: (G)

Actions: picked a cell & changed the number

