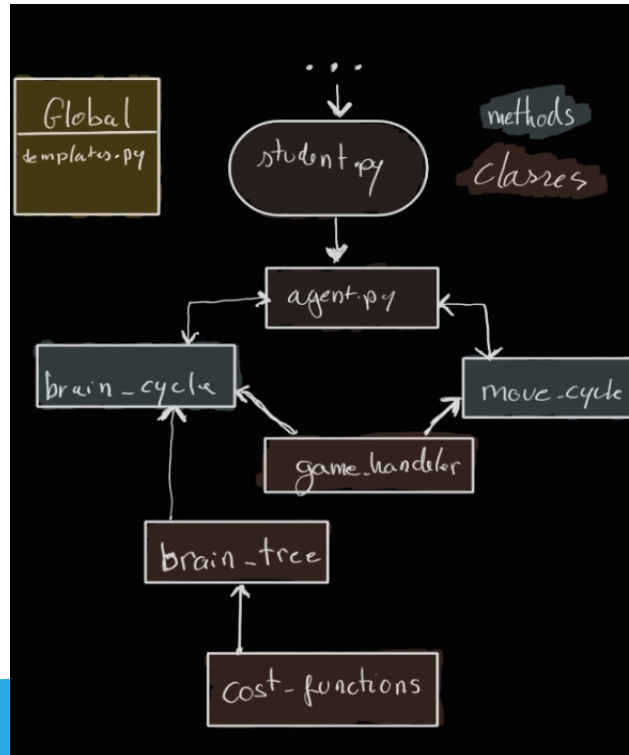


Inteligência Artificial General Architecture

Notes:

... > teacher modules

Ps: more detailed
explanations given
in comments throughout
the code



- 2 very important methods:
 - Move Cycle:
 - Get key to press in order to reach goal
 - Brain Cycle:
 - Get new goal

game_handler.py

- Methods to:
 - Handle data given by the server
 - Operate with binary numbers

- Search tree:
 - Strategy:
 - Best-First Search

cost_functions.py

- Calculate cost of given position