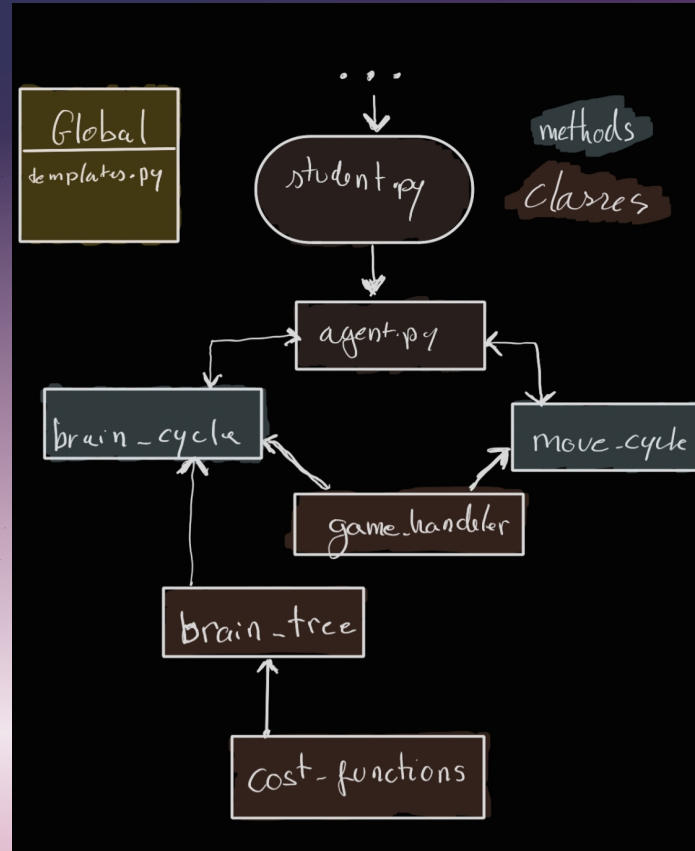# Inteligência Artificial
General Architecture

Notes:

… > teacher modules

Ps: more detailed explanations given in comments throughout the code

João Machado, nº 89119
Tomás Candeias, nº 89123
Diogo Dias, nº 85085

Agent.py

- 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

brain_tree.py

- Search tree:
  - Strategy:
    - breadth

cost_functions.py

- Calculate cost of given position