**Project 1 Pacman**

Xiaoyu Chen 21340246003

Zikai Lin --------------------

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Q1: **使**⽤**深度优先搜索找到固定的**⾷**物点**

**用stack实现**

|  |  |  |
| --- | --- | --- |
|  | **扩展的节点** | **代价** |
| **TinyMaze** | **15** | **10** |
| **MediumMaze** | **146** | **130** |
| **BigMaze** | **390** | **210** |

Q2: ⼴度优先搜索

**用Queue实现**

|  |  |  |
| --- | --- | --- |
|  | **扩展的节点** | **代价** |
| **TinyMaze** | **15** | **8** |
| **MediumMaze** | **269** | **68** |
| **BigMaze** | **620** | **210** |

Q3: 改变代价函数

用PriorityQueue 实现

|  |  |  |
| --- | --- | --- |
|  | **扩展的节点** | **代价** |
| **MediumMaze** | **269** | **68** |
| **MediumDottedMaze** | **186** | **1** |
| **MeidumScaryMaze** | **108** | **68719479864** |

Q4: A\* 搜索