**USER GUIDE FOR A\* ALGORITHM VISUALIZATION**

1. By default, the start node is fixed at the top-left corner, and the end node is at the bottom-right corner.
2. Click on squares on the grid to add obstacles to the map.
3. When finishing adding, click Play to start running.
4. During the run, you can click Pause to pause the animation and resume by clicking on Play.
5. The f-cost of the each discovered node is displayed.
6. When the search is finished, if there is a path, it will be highlighted by yellow color.
7. You can stop the run by click Stop. When Stop button is clicked, all data of the current running session is deleted, but the map is kept the same.
8. You can reset everything including the map by click Reset button and then create a new map from beginning.