Relatório de FIA do trabalho do PacMan
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Mapa "Tiny Maze"
1 – Hill Climbing Search
Path found with total cost of 1 in 0.0 seconds
Search nodes expanded: 1
2 – Simulated Annealing Search
Path found with total cost of 10 in 0.0 seconds
Search nodes expanded: 10
3 – Uniform Cost Search
Path found with total cost of 8 in 0.0 seconds
Search nodes expanded: 14
4 – A* (Manhattan)
Path found with total cost of 8 in 0.0 seconds
Search nodes expanded: 14

Mapa "Medium Maze"
1 – Hill Climbing Search
Path found with total cost of 1 in 0.0 seconds
Search nodes expanded: 1
2 – Simulated Annealing Search
Path found with total cost of 152 in 0.0 seconds
Search nodes expanded: 165
3 – Uniform Cost Search
Path found with total cost of 68 in 0.0 seconds
Search nodes expanded: 265
4 – A* (Manhattan)
Path found with total cost of 68 in 0.0 seconds
Search nodes expanded: 219

Mapa "Big Maze"
1 – Hill Climbing Search
Path found with total cost of 1 in 0.0 seconds
Search nodes expanded: 1
2 – Simulated Annealing Search
Path found with total cost of 210 in 0.0 seconds
Search nodes expanded: 435
3 – Uniform Cost Search
Path found with total cost of 210 in 0.2 seconds
Search nodes expanded: 616
4 – A* (Manhattan)
Path found with total cost of 210 in 0.0 seconds
Search nodes expanded: 538

Mapa "Medium Scary Maze"
1 – Hill Climbing Search
Path found with total cost of 1 in 0.0 seconds
Search nodes expanded: 1
2 – Simulated Annealing Search
Path found with total cost of 92 in 0.0 seconds
Search nodes expanded: 92
3 – Uniform Cost Search
Path found with total cost of 72 in 0.0 seconds
Search nodes expanded: 276
4 – A* (Manhattan)
Path found with total cost of 72 in 0.0 seconds
Search nodes expanded: 228