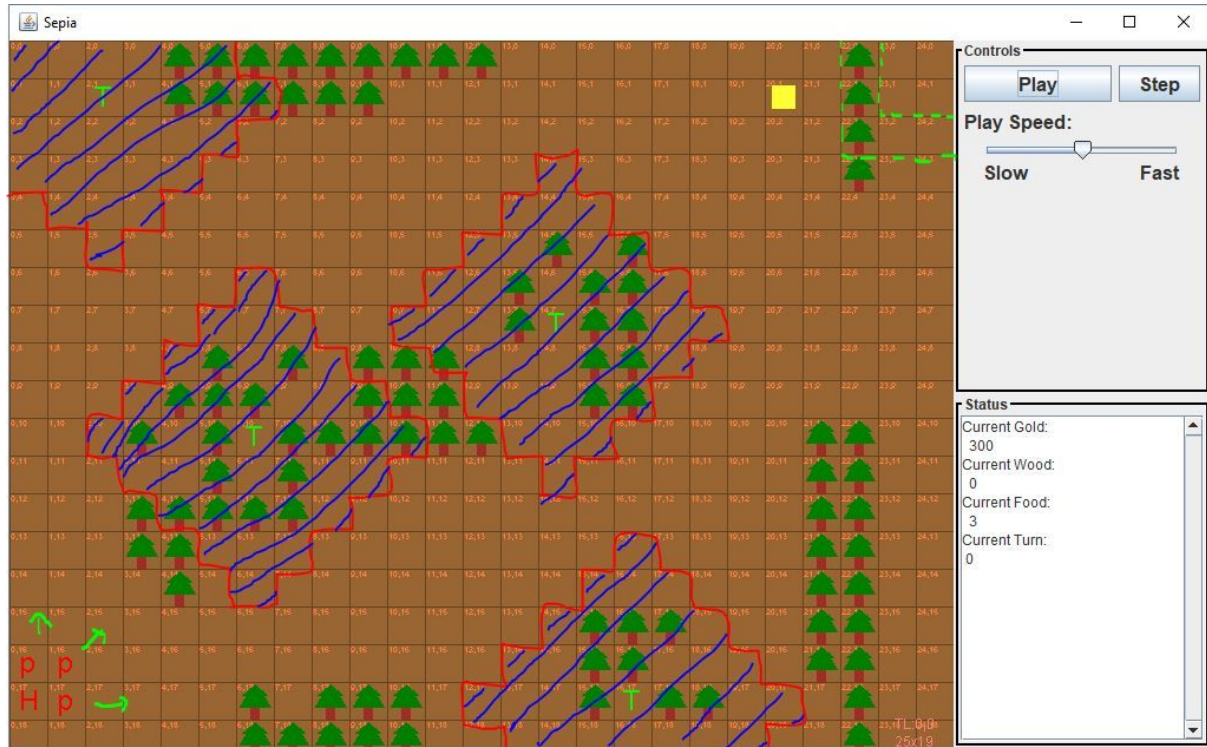Name: Mahsun ALTIN
ID: 110510047

Safe paths in 19x25 map

At the first time my all peasants are going randomly until they get hit from the tower. Then they are trying to find best path to the right corner of map. If they can't find the gold mine, they are trying to find in larger corner of map. It will increase in every step. However, if they see the goldmine, they just collect at that step.

Here, we need to understand that every time there is small probability that peasants can die at the first steps because of the chance of all peasants dead.

In 19x25 map, we can get very good results but in larger maps, we can't get really good results because, the probability of reaching goldmine is very very small probability. In that situation, we should find better ideas. Maybe more peasants or more trying in same map.