

These are the f values and they are the sum of the h and g values.

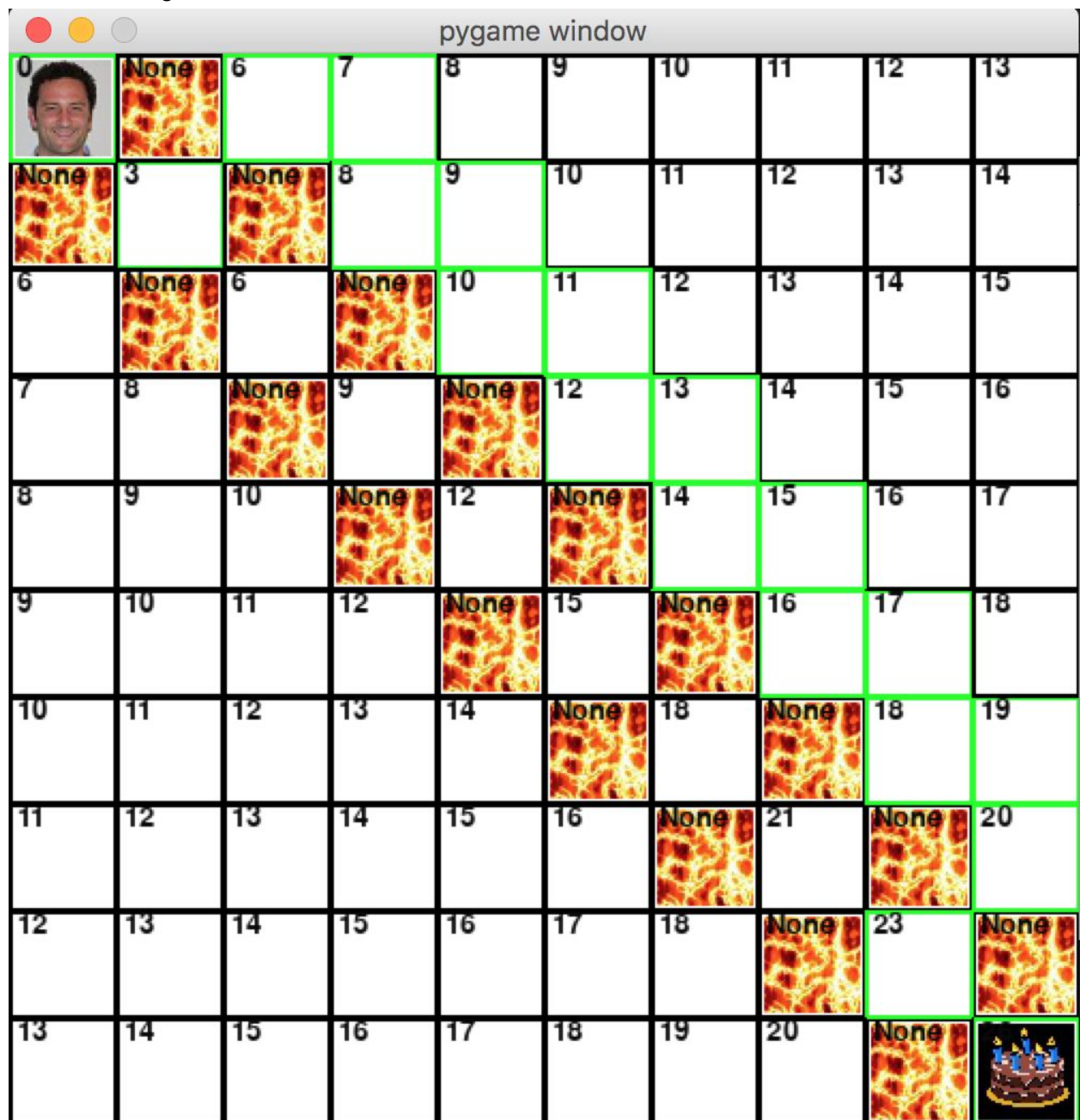


These are the g scores, they represent the cost of moving from Paul to the current tile



These are the h scores, they are the estimated distance to the cake.

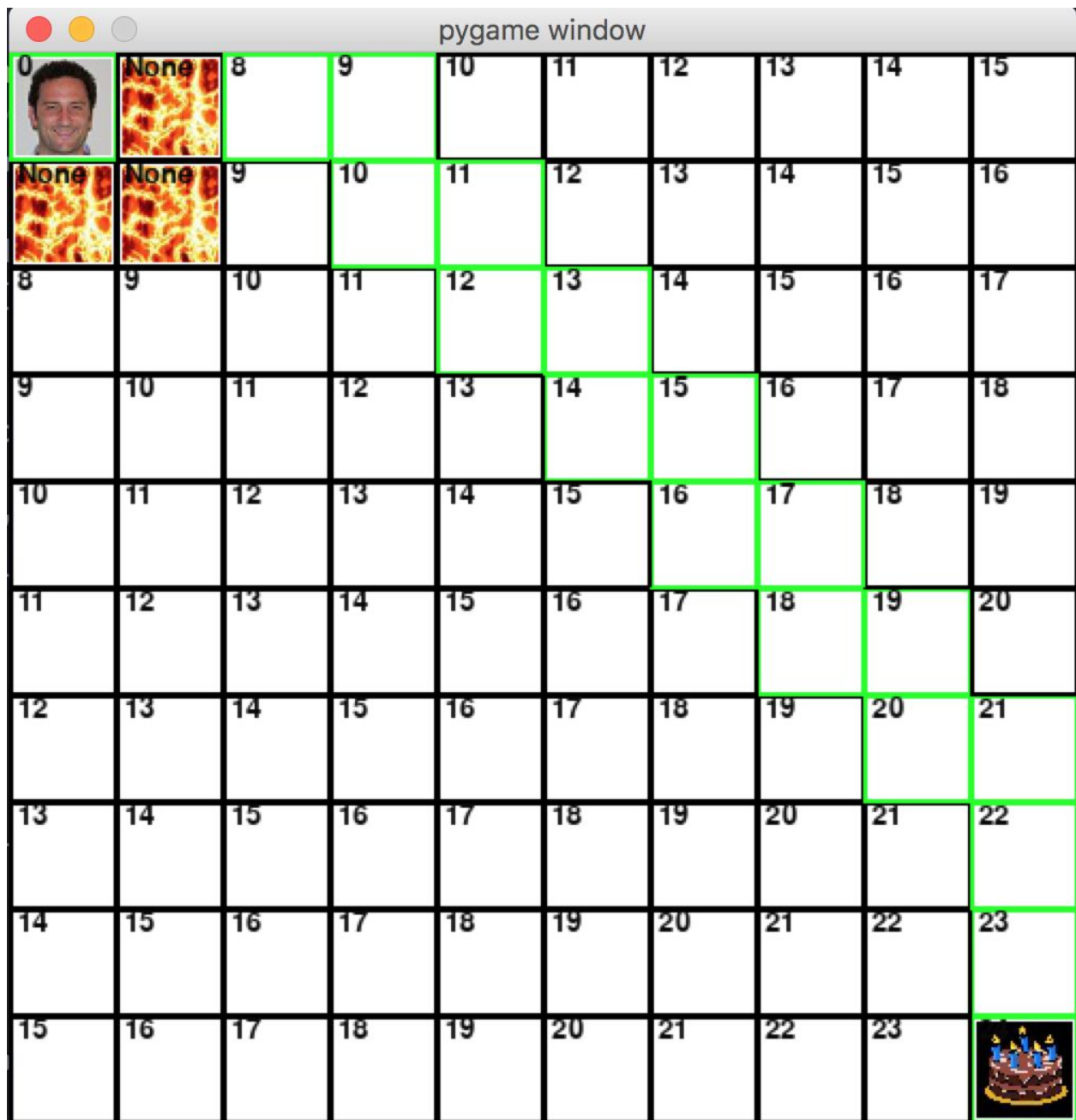
## Paul Gets Diagonals



Paul at first has no choice and must choose a diagonal path but then is able to use less costly paths for most of the journey.

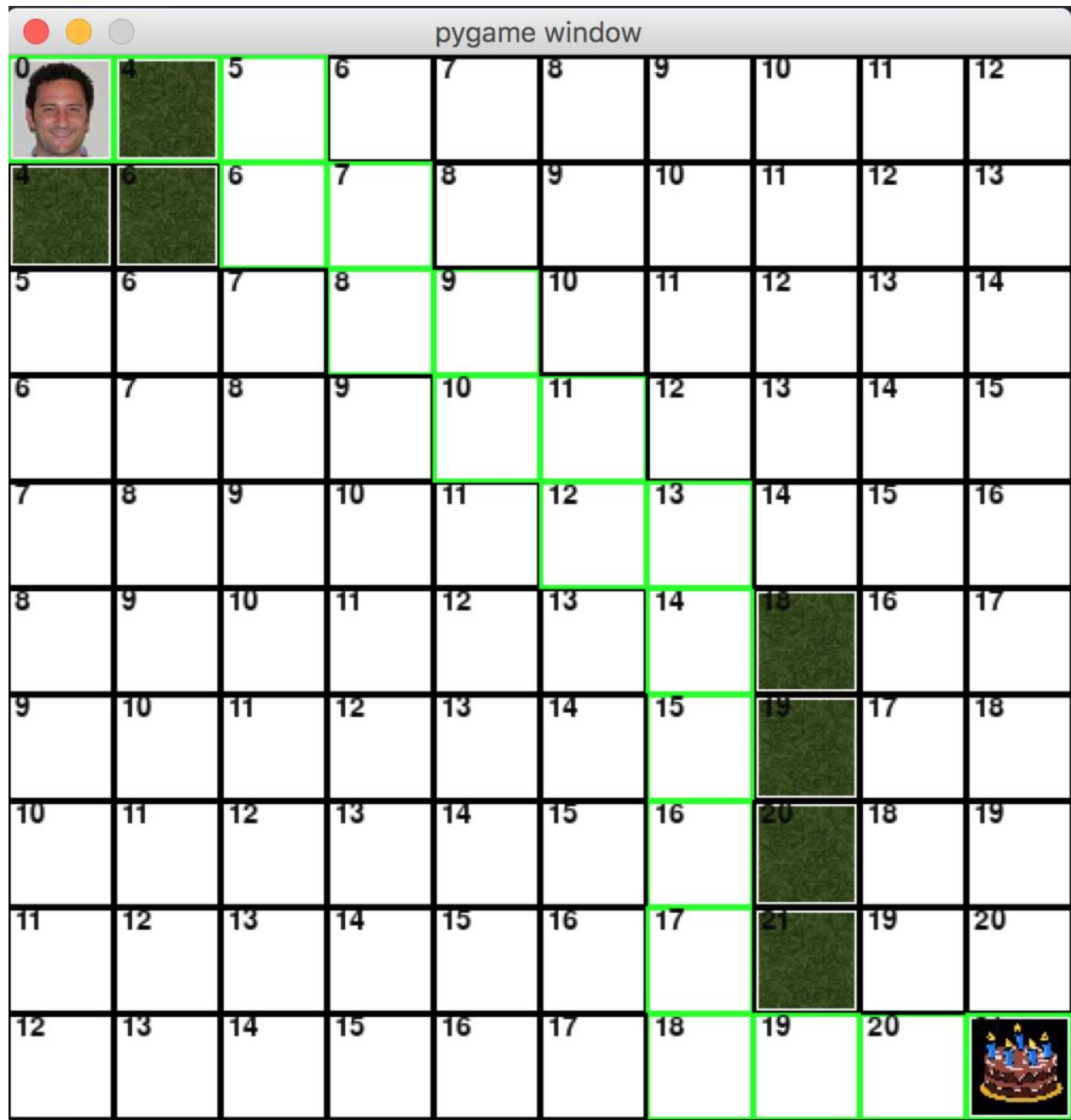


## Paul Gets Hops



Paul has no choice but to jump over the lava even though it is costly.

Paul gets Swamps



At the beginning Paul has to go through the swamps, then it gets expensive so he would rather not.