1.0 Introduction

In this project we aimed to solve a path-finding problem on a hexagonal using a variety of search algorithms. The experimental results of these algorithms are presented and discussed, as well as the implementation detail of the search space and algorithms.

1.1 Problem Statement

Given a hexagonal tile grid, such as that shown below in Figure 1, we wish to find a path from the *start* to *goal*

1.2 Heuristic – Shortest Distance

1.3 Heuristic – Euclidian Distance

A\* and Best First Search algorithms were used in this experiment and required

- Formulate the problem

- Describe the two heuristics used and why they are admissible

2.0 Experimental Results

- List results in table and bar chart

- Interpret result, do they match our expectactions?

3.0 Implementation Overview

- Languages and Frameworks Used

- c# and WPF

- Representing the Search Problem

- SearchProblem and Search Results

4.0 Source Code

- List of the source code