

✦ Introduction to Artificial Intelligence ✦

# THE PUPLIAN MAZE

Start Now!



# INSTRUCTIONS

- Start by selecting the desired difficulty level: Easy, Medium, Hard, Extreme, Ultra, or Godmode. This will determine the complexity of the maze.
- Once you've selected the desired difficulty level, a maze of that difficulty will automatically generate. If you wish to generate another maze of the same difficulty, simply click the **Generate Maze** button again. This will create a new maze with the same complexity level for Isko to navigate through.





# INSTRUCTIONS

- Once the maze is generated, use the arrow keys to guide Isko through the maze.
- If needed, click the **Best Path** button to activate the A\* algorithm. This will calculate the optimal path for Isko to reach PUP from his current position.
- Once Isko reaches PUP, a new maze will automatically be generated.





# THE DFS ALGO

Depth-first search (DFS) is an algorithm for traversing or searching tree or graph data structures. The algorithm starts at the root node (selecting some arbitrary node as the root in the case of a graph) and explores as far as possible along each branch before backtracking.



# THE A\* ALGO

The A\* algorithm is a widely used pathfinding algorithm that efficiently finds the shortest path between two nodes or points in a graph or grid. It's particularly useful in scenarios where the cost of moving between nodes varies or when there are obstacles to navigate around.



★ THANK YOU ★  
FOR PLAYING!

See you next time!