

Mary Keenan
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AI Toolbox



































This screenshot shows the g-cost of each square -- aka, how much it cost to get wherever the square is. It gets higher the farther Paul goes (as he covers more and more squares).



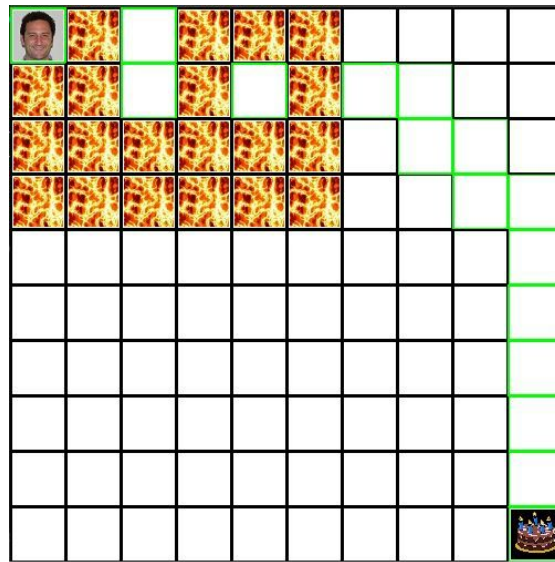
This screenshot shows the h-cost of each square -- aka, the predicted cost to get from that square to the final square. It goes down as Paul gets closer, because there are fewer and fewer squares left between Paul and the cake (does not take lave into account).



	18	18	18	18		34	34	34	34
				18		32	32	32	32
26	24	22	20	18		30	30	30	30
26						28	28	28	28
26	26	26	26	26	26	26	26	26	26
26	26	26	26	26	26	26	26	26	26
26	26	26	26	26	26	26	26	26	26
26	26	26	26	26	26	26	26	26	26
26	26	26	26	26	26	26	26	26	26
26	26	26	26	26	26	26	26	26	

Paul gets Hops: The only way Paul can get through the maze is by hopping over the lava, but he doesn't hop in other cases because, again, it's not cost-effective. It's only worth it in certain cases, like when there are literally no other options.



Paul gets Swamped: Paul can pass through the swamp, but it's actually preferable to move diagonally (3 vs 4 points) so he does that when he can. This shows that Paul can pass through the swamp but it's rarely the best option so he tries to avoid it.

