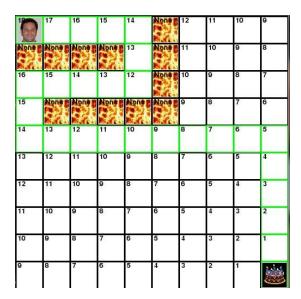
Al Toolbox

This screenshot shows the <u>g-cost</u> 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).

9	1	None	9	10	11	12	13	14	15
1	2	None	8	None	12	13	14	15	16
None	3	None	7	None	13	14	15	16	17
None	4	5	6	None	14	15	16	17	18
None	None	None	None	None	15	16	17	18	19
21	20	19	18	17	16	17	18	19	20
22	21	20	19	18	17	18	19	20	21
23	22	21	20	19	18	19	20	21	22
24	23	22	21	20	19	20	21	22	23
25	24	23	22	21	20	21	22	23	

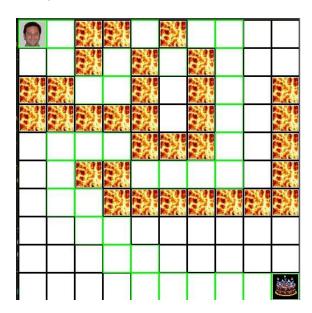
This screenshot shows the <u>h-cost</u> of each square -- aka, the predicted cost to get from that square to the final square. It goes down as Paul gets closer, because there are fewer and fewer squares left between Paul and the cake (does not take lave into account).



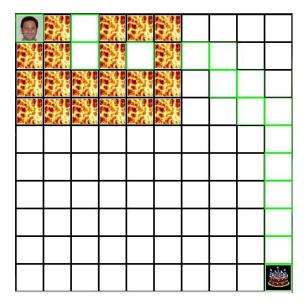
This screenshot shows the <u>f-cost</u> of each square -- aka, the sum of the predicted and already spent costs (the total cost). The f-cost is lower in the beginning, because the predicted cost is based on how far Paul is from the cake, not how far he is if obstacles are included.

1	18	18	18	18	None	34	34	34	34
None	None	None	None	18	None	32	32	32	32
26	24	22	20	18	None	30	30	30	30
26	None	None	None	None	None	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	

<u>Paul gets Diagonals</u>: The only way Paul can get through the maze is by going diagonally -- it's not just the best way to get to the cake; it's the only way. Paul doesn't moved diagonally when there aren't obstacles in his way that block him because it's not cost-effective.



<u>Paul gets Hops</u>: 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.



<u>Paul gets Swamped</u>: 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.

