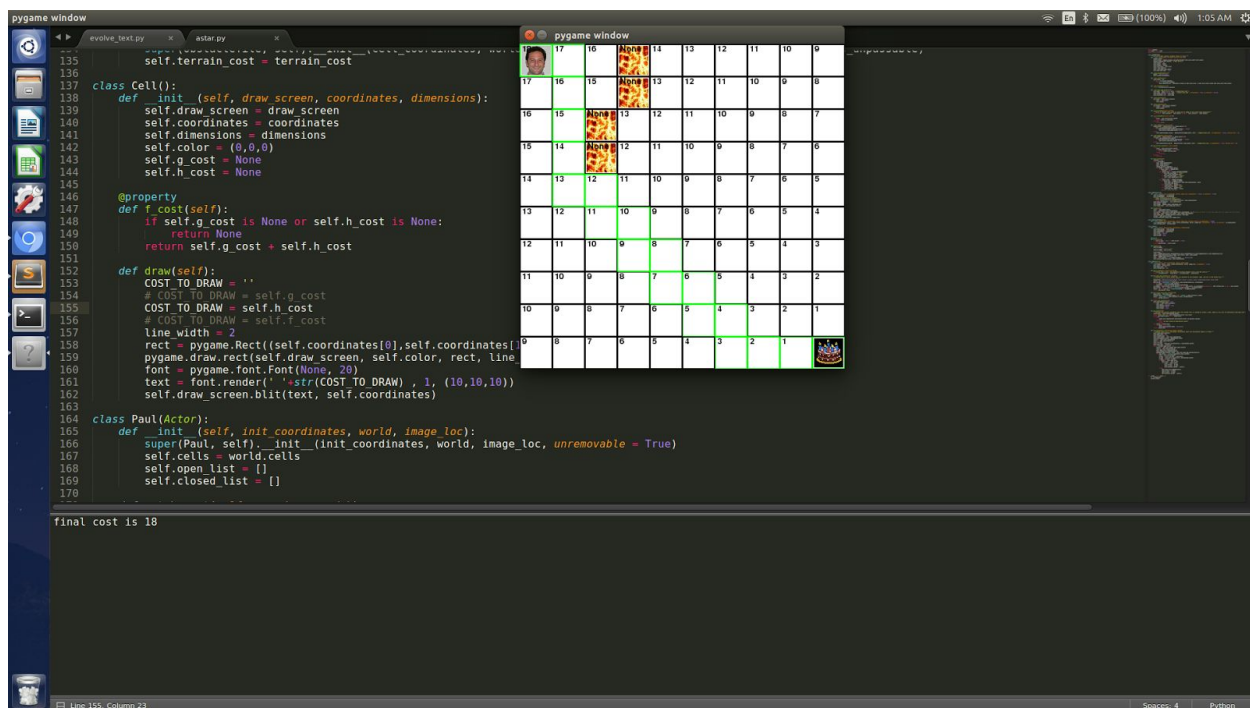
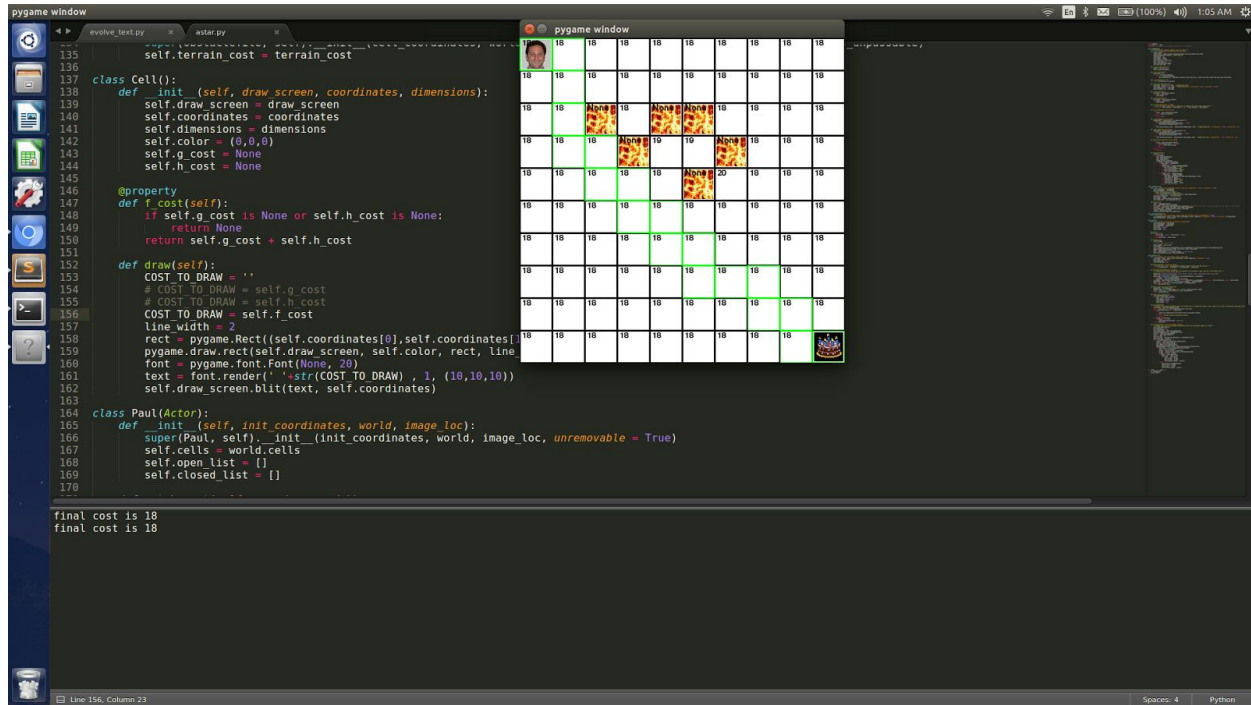


This image shows the distance from the character to the tile. Each block away from the character, the number of the tile increases.



This image shows the distance from the end goal to each tile. The number of the tile increases as each tile gets further from the end goal.



This image shows that the distance from both the end goal and the character are about the same for every tile. The reason is that the  $f\_cost$  is a function of the tile's distance from the start and the end.