



Presentation for Assignment 3

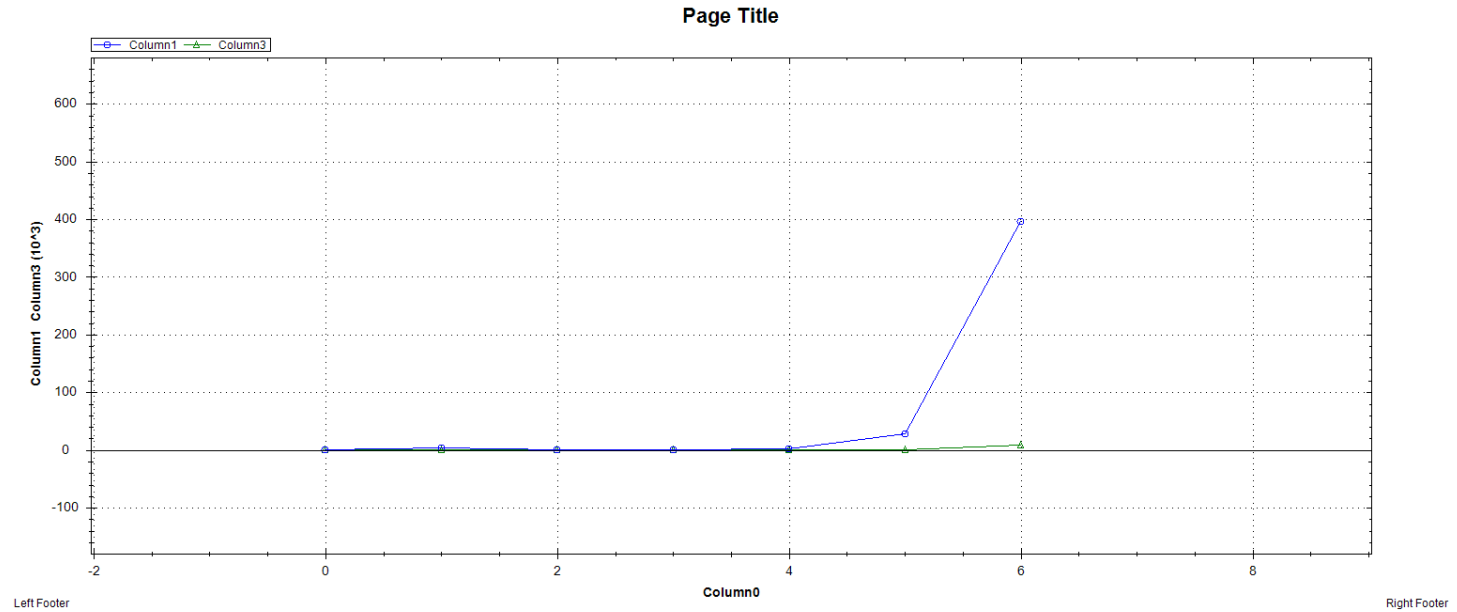
Implementation of Heuristic Algorithm for Board Games

May 15, 2022

Group 3

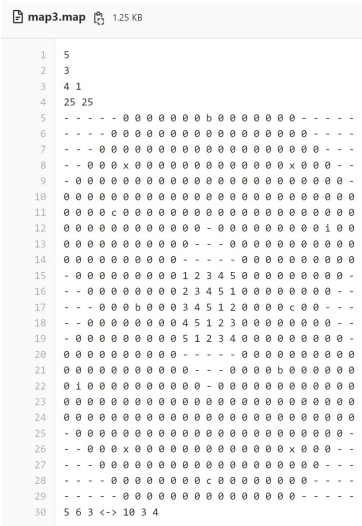
- Saving neighbours differently (each tile has an ArrayList containing its own extra transitions)
- Checking for circles in paths:
 - new 2-dimensional Integer Array, size of the map
 - each entry initialized with 1
 - if we enter a tile from direction i , we multiply the $(i+2)$ -th prime number to the corresponding array entry
 - we can check whether we have been at this tile from direction i by checking if the $(i+2)$ -th prime number is a factor of the corresponding array entry

Exercise 3

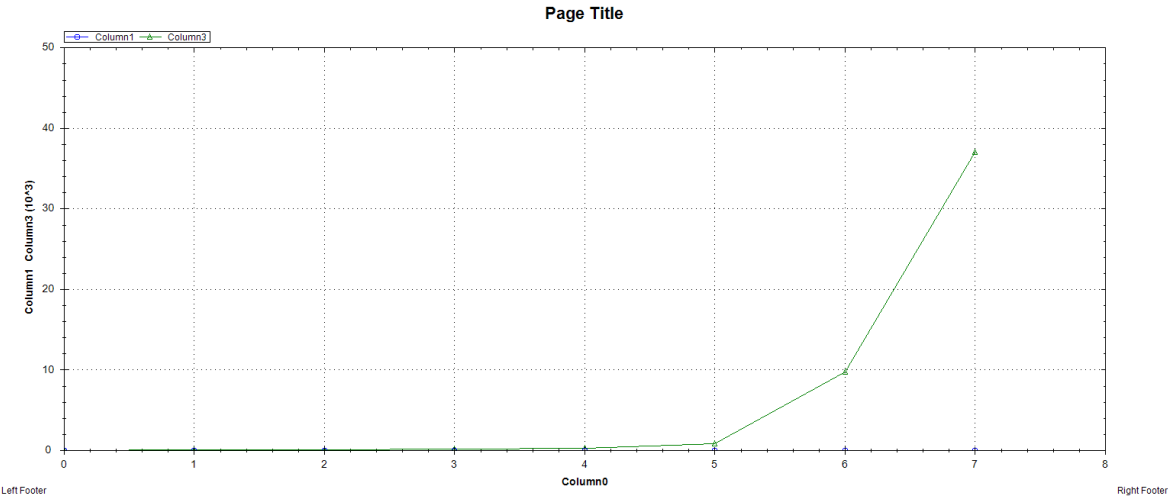


(a) Map

Exercise 3

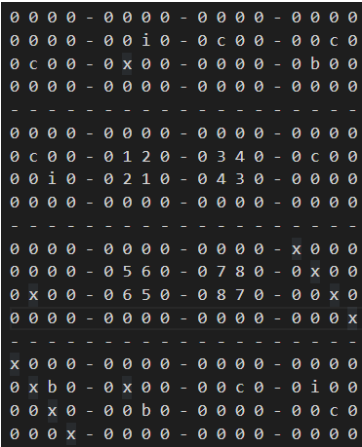


(b) Map

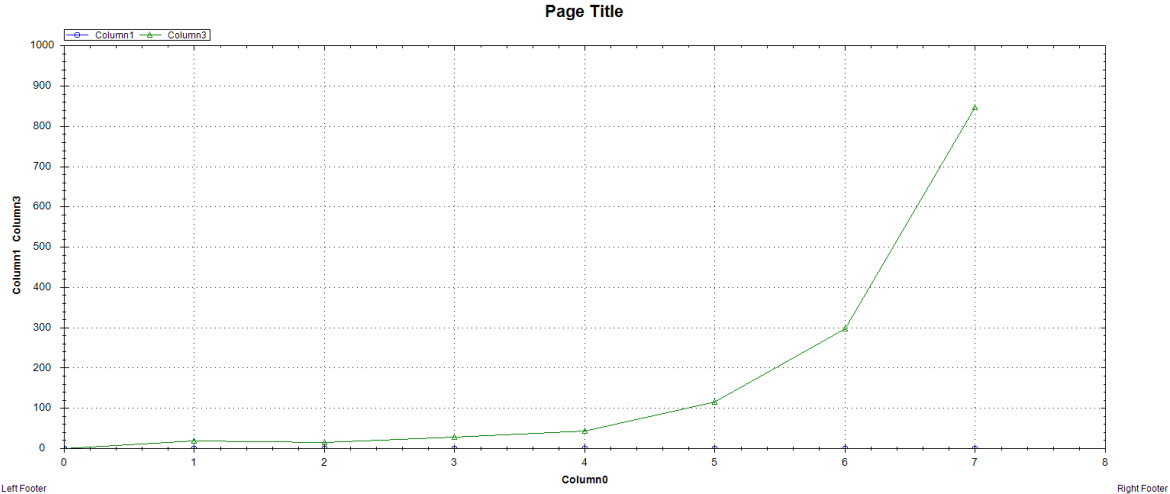


(c) Performance

Exercise 3

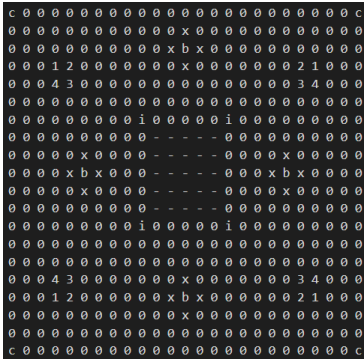


(d) Map

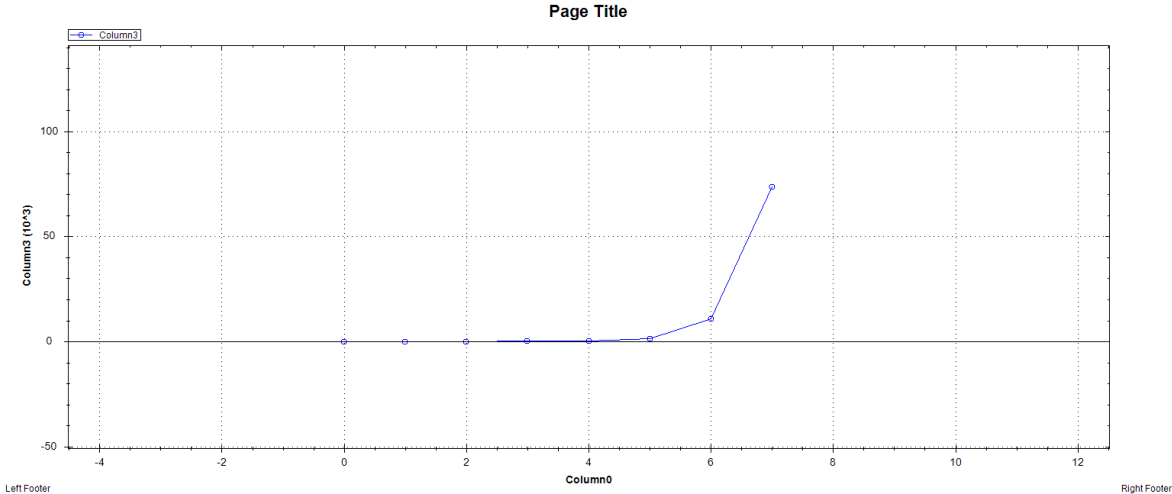


(e) Performance

Exercise 3



(f) Map

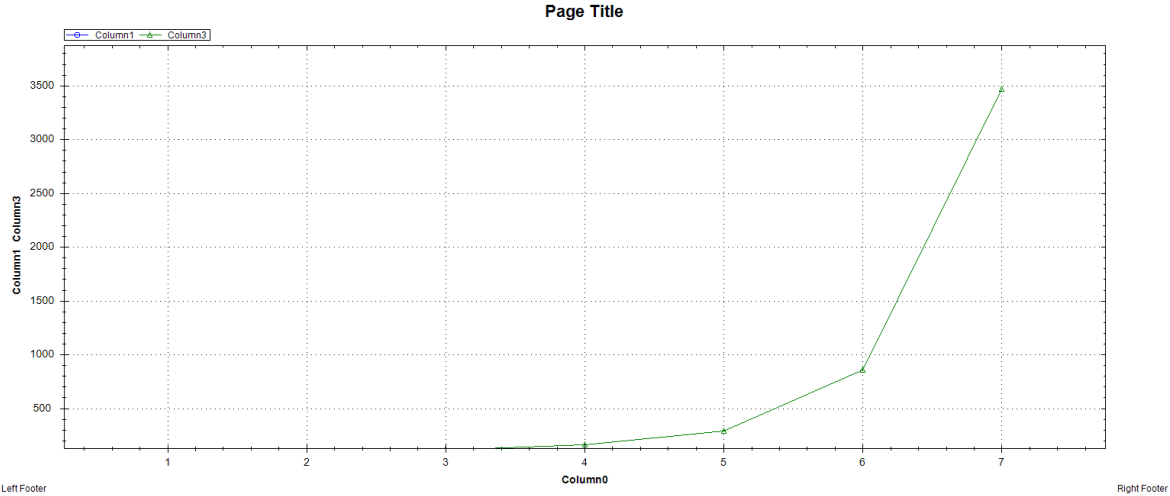


(g) Performance

Exercise 3



(h) Map



(i) Performance