**Assignment 2 - Applying the A\* Algorithm - Documentation**

***Part 1 - Grid with obstacles***

***Task 1:***

Shortest path from Rundhallen (your location) to Strossa using my implementation of the A\* algorithm.

A screenshot of a cell phone

Description automatically generated

*Screenshot of the shortest path (highlighted in green).*

***Task 2:***

Shortest path from Strossa to Selskapssiden using my implementation of the A\* algorithm.

***A screenshot of a video game

Description automatically generated***

*Screenshot of the shortest path (highlighted in green).*

***Part 2 - Grids with different cell costs:***

***Task 3:***

Least cost path from Lyche to Klubben using my implementation of the A\* algorithm.

A screenshot of a video game

Description automatically generated

***Task 4:***

Least cost path from Lyche to Klubben considering the cake party at Edgar

using my implementation of the A\* algorithm.

A screenshot of a video game

Description automatically generated