**An explanation of the heuristic function:**

The heuristic I have used is the number of people that cannot be saved from the current state, times one hundred. At each node *A* searched in along the way and for every node Bwith people in it, the distance between the former and the latter has been computed (using the number of people carried by the agent). The computed distance has been added to the distance from node *B* to the closest node *C* with a shelter (computed using the number of people carried by the agent after adding to it the number of people in node *B*). Each such sum has been multiplied by one hundred, and all have been summed together to get the heuristic value at node *A*. Clearly, nodes with a smaller heuristic value have a bigger chance to lead the agent to save more people. The heuristic is admissible, since to get people at some node *B* to safety, the best we can do is go through the shortest path from where we currently are to *B*, and from there to go through the shortest path to a shelter.