Files will use:

Spawn\_turtle.cpp to spawn and kill turtles

Robot\_drive\_squard.cpp to avoid collisions

Robot\_cleaner.cpp for distance formula

Things to do:

Make the enemy and point turtles spawn at a certain color and random location within the (0,0) (11,11) box

Make our turtle spawn in a random location within boundaries and isn't taken by a turtle.

Figure out a way to find out what information our turtle has (can it see in front?), or will it know the location of all turtles and calculate distance between green turtle and enemy turtle and base moves on that?

Check if failed (out of bounds or captured)

functions:

Have two default move functions which move based on the value put in from heuristic function (rotate and move forward, backward)

Calculate distance traveled (g(x))

h(x) = distance to goal targets (three) , distance to obstacle (wall or enemy)

f(x) decide if we pick the highest value or lowest value to determine where to move.