



Inteligência Artificial

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Note: more detailed explanations given in the
comments throughout the code



Agent.py

- Two very important methods:
 - Move cycle:
 - Get key to press in order to reach goal
 - Brain cycle
 - Get new goal



game_handler.py

- Methods for:
 - Handling data given by the server
 - Operating with binary numbers



brain_tree.py

Search tree:
Strategy: breadth

cost_functions.py

Calculate cost of given
positions

