Project: Ant ’s Nest Building

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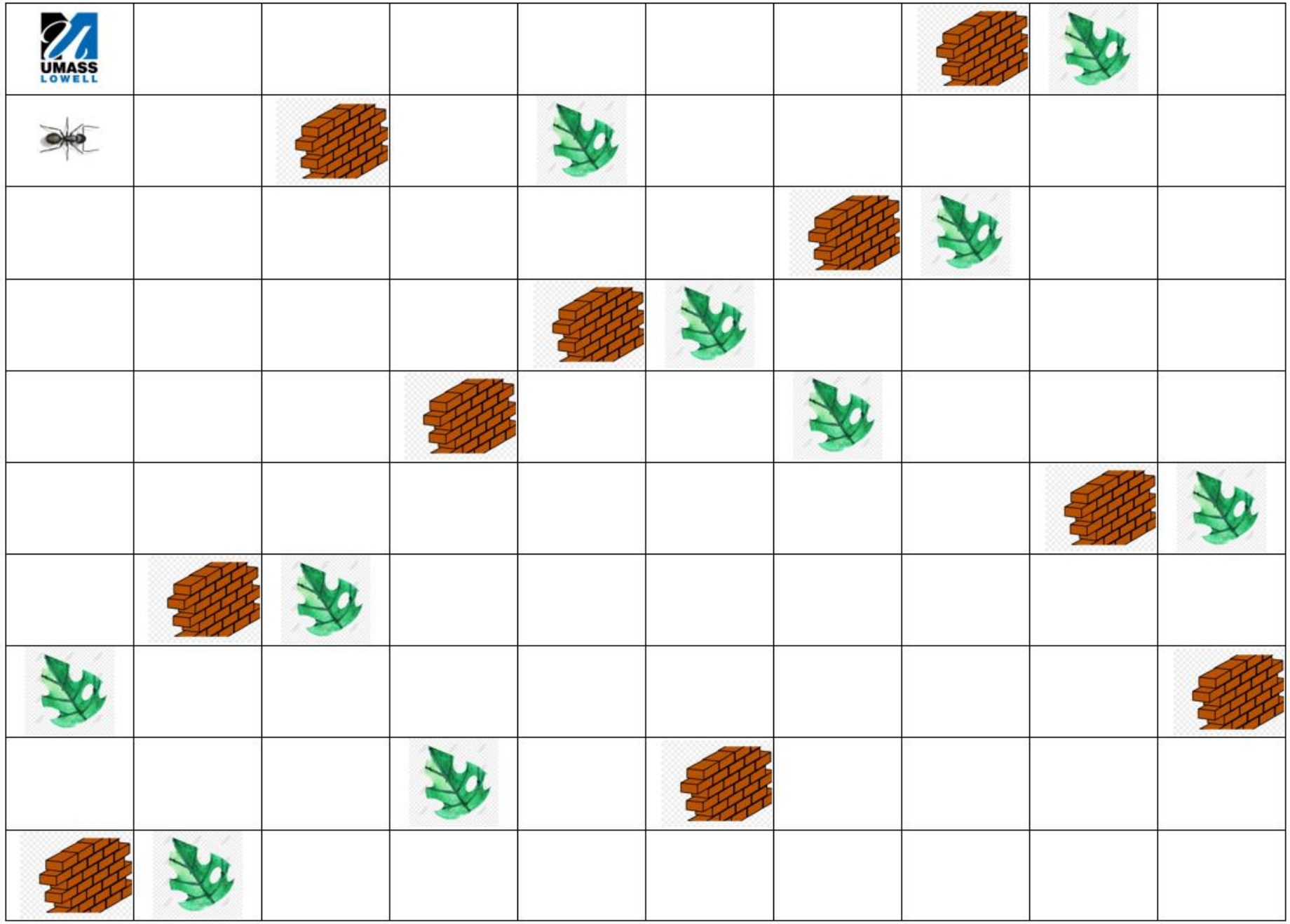
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- Developed with A* algorithm.
- The purpose of the program is to optimize the path of the ant to be least walks as it can.
- The material for building up the nest are the ten (10) leaves which are laying around the map. Every leaf might be blocking by ten (10) bricks.
- The ant must wisely reach out the leaves without hitting the walls.
- Once it gets a leaf, it brings it back to the nest and then continues heading to the other remaining leaves.
- The loop of collecting the leaves is finished once all of ten leaves are gathered.