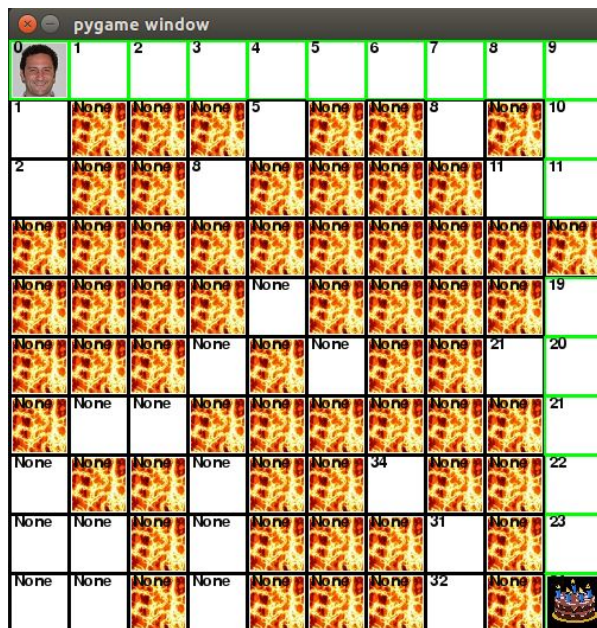


G-score is a number which represents how far a given tile is from the start tile. The values shown on each tile represent how many tiles you must step on before reaching the given tile.



H-Score is a number which represents how far a given tile is away from the goal tile. The values shown on each tile represent how many tiles there are between the given tile and the end tile if you could walk directly (through any obstacles) to the end tile from there.





Although it is very costly, he will jump a tile when it is the only way to get to the goal tile as can be seen in the above iteration.



Although costly, he will go through swamps if it is the only way for him to reach the goal. He will travel in such a way that he goes through the least possible number of swamps.