

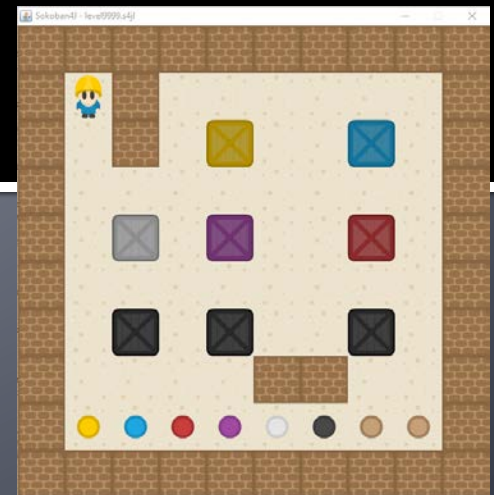
Faculty of Mathematics and Physics
Charles University in Prague
14th November 2016



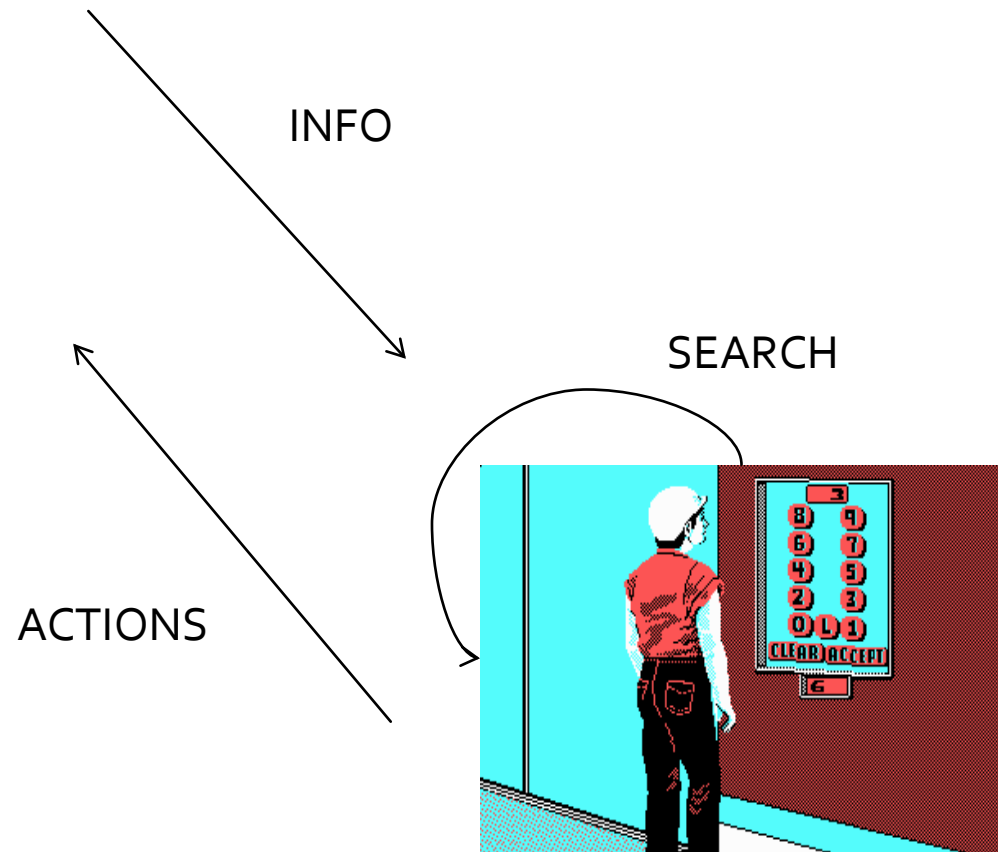
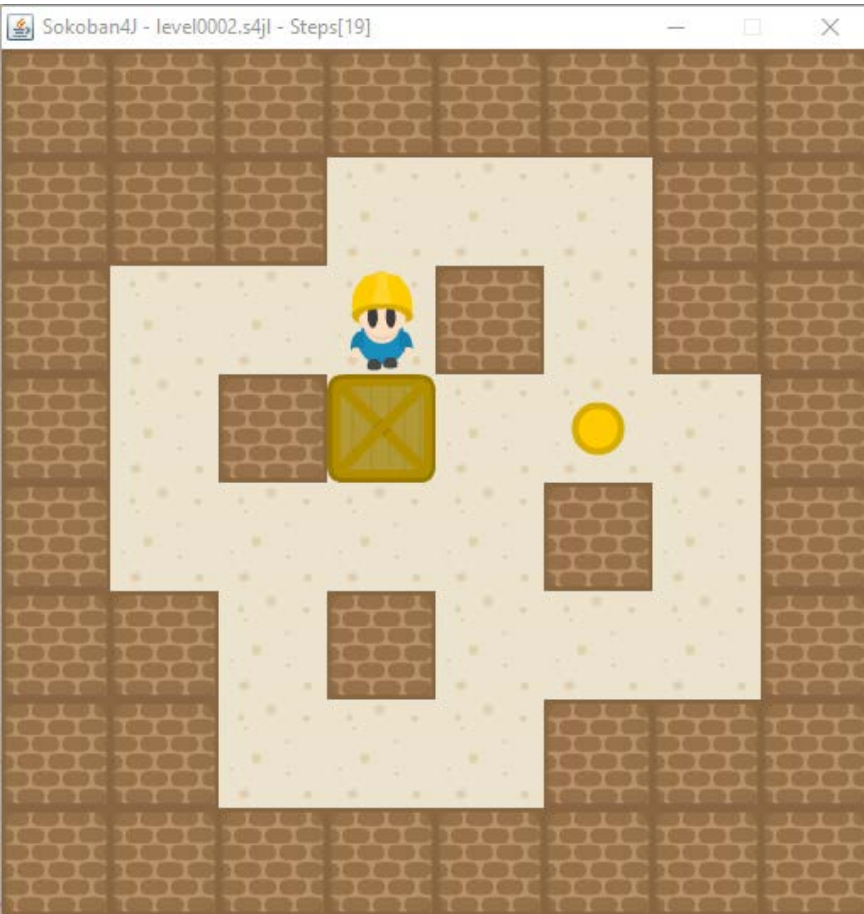
Time to apply stuff...

Artificial Intelligence 1

Lab 04 – Heuristics Applied



Today – Heuristics Applied



Homework 04

10 Points



- 1. Implement Sokoban-specific heuristics**
Transform `DFSAgent` into own `AStarAgent`
- 2. At least implement A* with custom heuristic + simple dead-end patterns database:**
 - See: [Sokoban tips](#) (courtesy of Pavel Klavík)
- 3. There is going to be a Sokoban competition!**
 - Tournament entry deadline: 10.12.2016 (23:59)
 - You have 1 minute (Intel Core i7-4700 MQ, Haswell) and 1GB memory (`-Xmx` Java switch) to find the solution for every level
 - Als are assessed according to
 - a) complexity of levels solved
 - b) number of solution steps (in case of ties)
 - If you wish to create own `Board` abstraction, do it within your project, do not modify anything outside `Sokoban4J-Playground`

Submit your homework



- Completely zip-up your project(s) folder
 - **WITHOUT** the **bin** folder!
- Send it to:
 - Jakub Gemrot
 - gemrot@gamedev.cuni.cz
- Use subject:
 - AI1 – 2016 – Ho4 – Sokoban
- Note that (yours/mine) GMail will accept zip files containing executables if the file has its extension obfuscate (e.g. zi_ or zzz)
- Deadline for entering the tournament is 10.12.2016 23:59
- Every reported & confirmed bug (within the framework) is for 1 credit!