A*-Search

The Task

- Implement A* for agent path planning
- Problem dependent
  - Neighbors, etc.: Interface
  - Heuristic: You (don't choose 0)
- Multiple goals: Path to nearest of the goals
  - We thought of two intelligent ways
  - Calling A* to every goal is NOT an option

Search-Interface

- You only deal with EntityIDs (Nodes for search)
- Graph class provides getNeighbors
- DistanceMatrix provides getDistance

- run_astar.sh