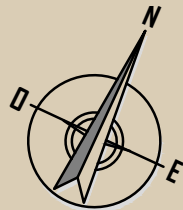

A diagram of a 2D grid world environment. The environment is a 4x4 grid of cells. The top-left cell (0,0) is green and contains a small green square, representing the start state. The top-right cell (0,3) is green and contains a small green square, representing the goal state. A green arrow points from the start state towards the goal state, indicating the direction of movement. The grid is divided into four quadrants by a horizontal line between rows 1 and 2 and a vertical line between columns 1 and 2. The quadrants contain various obstacles represented by black outlines of different shapes.



Appart. 1.7
93.16m²

Chambre 1
11.95m²

Chambre 2
11.54m²

SdB
5.79m²

Buand.
3.55m²

W.C.

Hall

Séjour/Cuisine
31.53m²

Cuisine
4.49m²

Terrasse
23.05m²

