Online Problem Solving

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I worked through the Wolf, Sheep, & Cabbage game and The Tower of Hanoi. The Wolf, Sheep & Cabbage game seemed to be easier to me because there were lives in danger which gives the player more motivation. The Wolf, Sheep & Cabbage game was classified as a Well Structured Problem according to Kirkley, 2003. The problem fit in this category because there was only one way to solve the problem and could be done through memorization. The strategy that I used to solve the problem took some time to develop due to the fact that one does not think to bring an item back across after it has already been dropped off. Quicker trips are usually thought of as more efficient, but this game requires the player to think otherwise. I developed the strategy of going back to drop an item off after realizing that one item would be in harm regardless. The player needs to know the facts of the game, which was wolf eat sheep and sheep eat cabbage. The player also needed to understand the procedure in which the items should be carried across the river in order to make sure all of the goods made it across safely. Carrying items back may be an afterthought, which could make the task difficult.