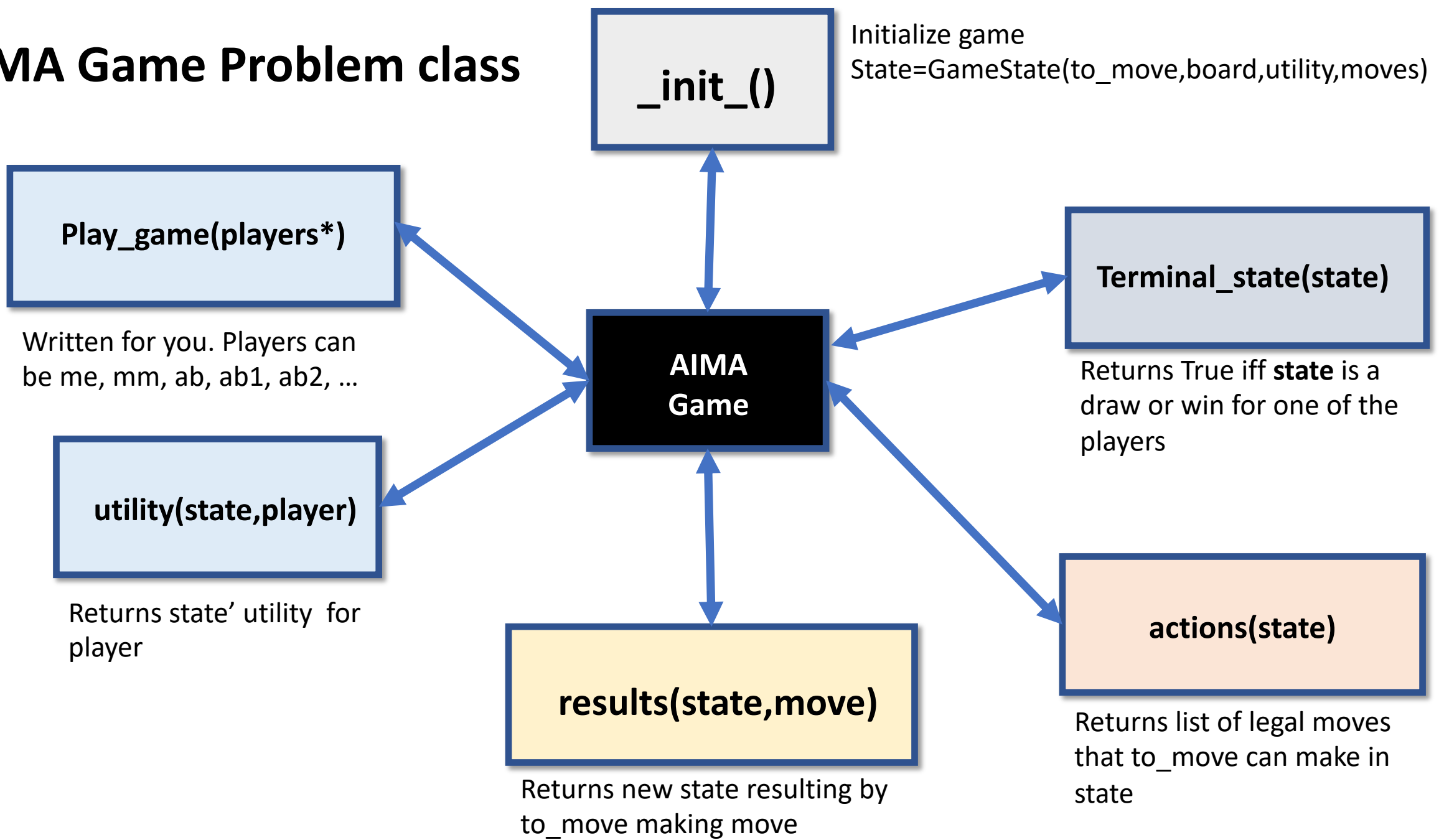


# AIMA Game Problem class



all methods also take self as an initial arg