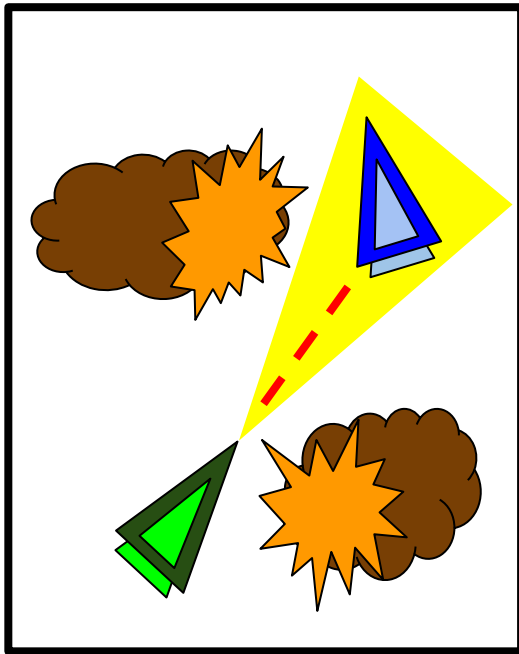


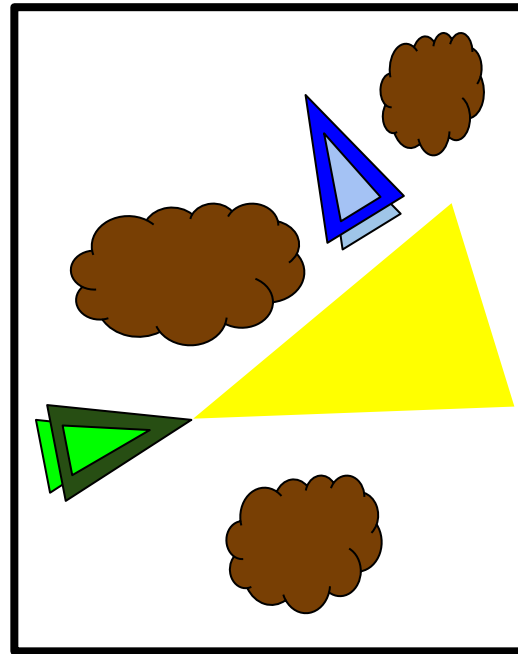
Recovering Visibility and Dodging Obstacles In Pursuit-Evasion Games

Ahmed Abdelkader

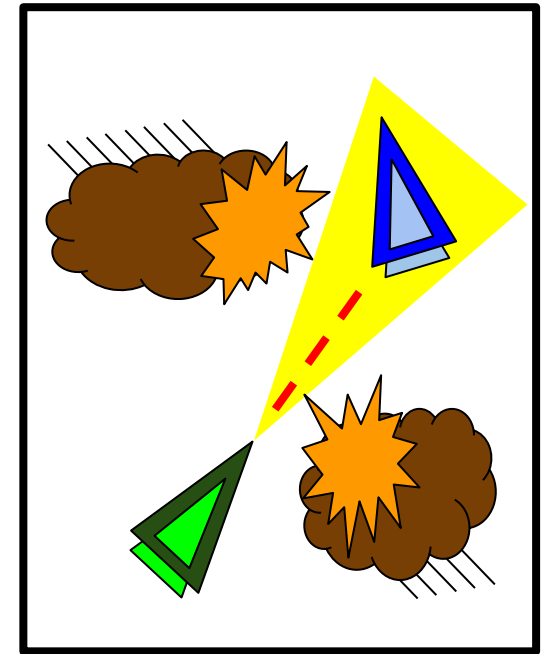
Department of Computer Science, University of Maryland



**Pursuit-Evasion
(Visibility based)**



**+ Recovering
Visibility**



**+ Dodging
Obstacles**