Chess Knights - Solution

Mu Games

For this exercise we will first give a solution for part 1 and then use that solution to find the solution for part 2.

Part 1

This can be solved by looking at cases for small n and then noticing that the fastest way to go to the right is by doing a jumps 2 to the right and 1 up/down alternating. This gets us the results in the following table for small n.

n	ℓ
0	0
1	3
2	2
3	3
4	2
5	3

Part 2

This can be solved by first calculating all possible ways up to permutations. This can be done using brute force up to $n = 10$. After this you only need to add long jumps to smaller options.