Trap the Mouse  
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# Concept

Shape

Description automatically generatedTrap the Mouse is a simple in which you have to catch the mouse. Two players work together to try and trap the mouse by moving around using Wii nun chucks. The game is made on a grid of 16x16 pixels and will be played on a RGB led matrix instead of a computer screen. The mouse uses heuristics to find a suitable location to flee to, avoiding the players and keeping in mind the safety of its destination as well as the path to it. It is able to compute the path to its destination with a greedy search algorithm.

A mouse with a long tail

Description automatically generated with low confidenceA pair of headphones

Description automatically generated with low confidenceA picture containing text, indoor, monitor, electronics

Description automatically generated

# Graphical Representation

Diagram

Description automatically generated