

Alexander Hubble

Assignment 3 writeup

10/24/2018

Architecture

The code uses largely the same architecture as the source material except with a few changes. First is that there is an input system. The input system uses messages when necessary and calls public functions from gameApp when necessary as well. With some functions there was no need for a message as it would just add another layer of complexity. The second difference is that Dijkstra and A* exist in the same code. Due to how similar the code is all that was needed was a bool that controls whenever the extra pieces in A* would be applied to Dijkstra.

Possible improvements

The first is a known bug with the provided code, if you click on the environment the code will error and crash. Fixing this bug will lead to more stable gameplay. The second is that A* has a tendency to not always get the most optimal route. I believe this is due to my implementation not reopening nodes.