Unity engine

* Easy to understand
* Adding components
* Scripts

App

* Premise and Win conditions
* Ai
* Points and cluster centers
* after 4 sessions already finds bottleneck
* further training

K-means

* saving and loading from points.txt
* initializing gOs for display
* assignment step
* update step
* moving goal after clustering
* if in play mode call k-means in START
* if in developer mode call in update

A-star alg

* no actual grapf, we generate nodes as we search
* stack with labda expression for sort
* reverce trough path
* calculating moves from path
* move and after random move
* make path and display path with go

Player character

* movement
* fixed update is called at the beginning of the physics cycle more times before a frame
* collisions

potencial of ML

* OpenAi Five training
* Entaertaiment
* Doom

Future developments

* Multiple AI working together by dividing points of intrese amog themselves
* K determining algorithm