CS3200 Project Proposal

**Project:**

Using JPS algorithm to improve A\* method in pathfinding

**Algorithm:**

JPS (jump point search).

Required a static grid map environment.

JPS algorithm abstract:

Reduce number of nodes to check by avoiding unnecessary nodes (overcosted on the way to goal). But if a node is a terrain obstacle (forced neighbor), such a node needs to be checked. Therefore a pre-process is required to determine the forced neighbors.

**Implement:**

We’ll write the program in JavaScript.

We’ll use the GUI professor provided as the test environment.

**Domain:**

pathfinding

**Group members:**

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