Github Repository Classifier

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References

[1] Roboter-Fußball: Selbstlokalisierung, Weltmodellierung, Pfadplanung und verhaltensbasierte Kontrolle“, Universität Freiburg, Thilo Weigel, 1998 https://www.tu-chemnitz.de/informatik/KI/edu/robotik/ws2011/robotik_10.pdf

Quellcode Online auf: https://github.com/Raldir/Pathfinding

Benutzte externe Librarys:

libGDX Version 1.6.1 von badlogicgames