

Attendance

| | | |
|----------|---|------|
| Alex | - | Here |
| Ibz | - | Here |
| Haoxiang | - | Here |
| Domanic | - | Here |
| James | - | Here |
| Matt | - | Here |

Agenda

Go over what we have done so far

Discussed

- Showed our current UI development.
- Close to finishing the functionality of the UI.
- The game region is ready for the actual game to be rendered in.
- Consent form and information sheet completed
- Alex has finished and implemented an A* search algorithm working on a matrix using manhattan. Domanic has done the same using IDDLs.
- Which is better? Is there a point to making IDA*? Is it necessarily faster? Needs to be researched.
- If we make our own algorithm we need to prove why we needed to make it. We will lose marks for reinventing the wheel.
- Haoxiang had done the map generation with error checking for boxes and goal placement. Stuck on deadlock detection.
- Playing with the idea of moving the box from the goal to confirm it is solvable.
- Could use open source solution to fix problem. However is this really efficient as it says? Could it make the project trivial and reduce marks?
- Maybe use weights to stop the boxes ending up in the corners.

Misc points:

- We aren't necessarily expected to work over christmas. This needs to be discussed internally.
- If we don't do anything in christmas we should at least tidy the code beforehand for when we return, so we don't waste time re-understanding what the code does.