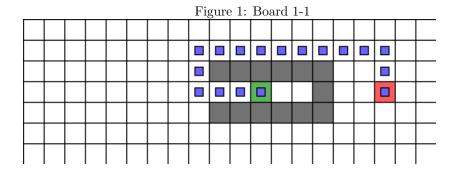
TDT4136 - Assignment 3

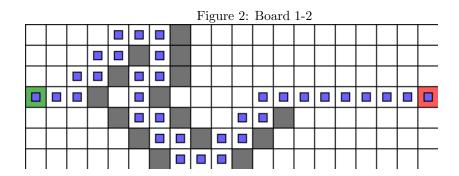
Filip F Egge

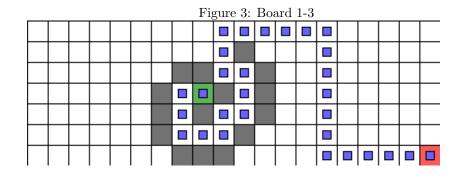
October 3, 2014

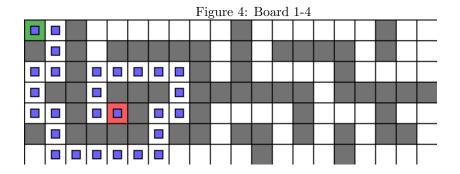
Problem A - Pathfinding in 2D Games

Subproblem A.1 - Grids with Obstacles

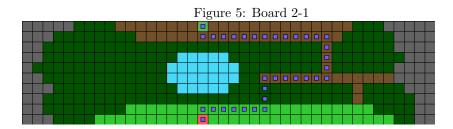


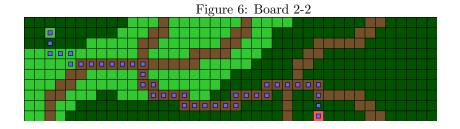


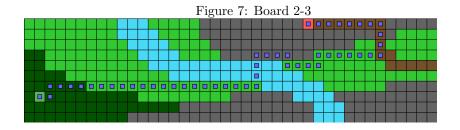


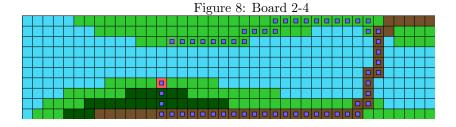


Subproblem A.2 - Grids with Different Cell Costs



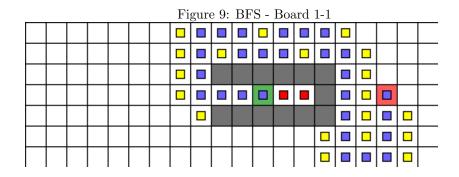


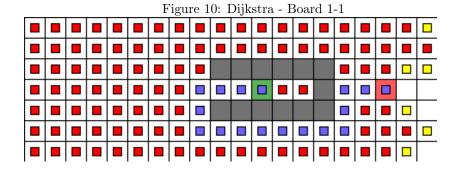


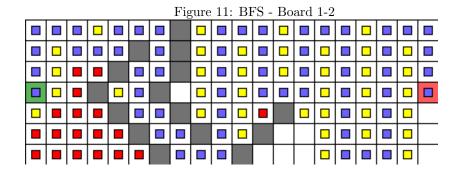


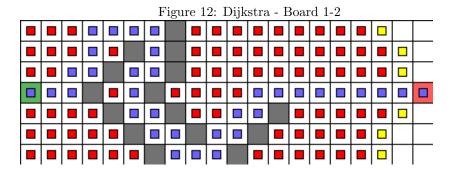
Subproblem A.3 Comparison with BFS and Dijkstra's

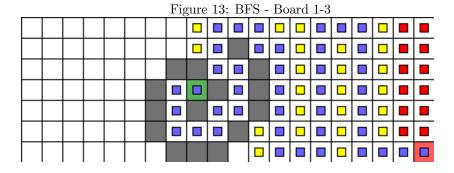
For this part of the exercise i modified BFS to use a FIFO queue and Dijkstra to sort the open list on g(s). This however did not seem to work with my implementation, and i tried finding where i went wrong. I spent to long trying to figure it out, and desided to deliever in it's current state. For the visualization i used red squared for nodes in the closed list, and yellow for nodes in the open list.

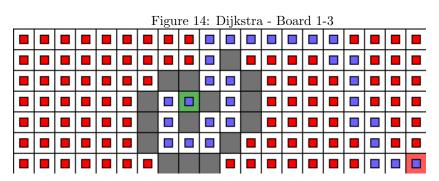


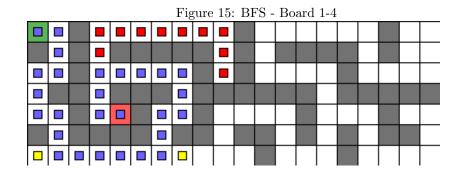


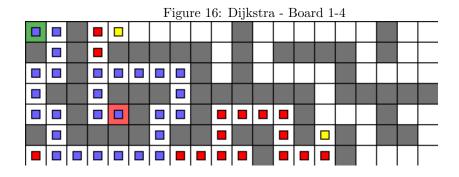


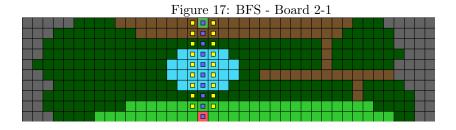


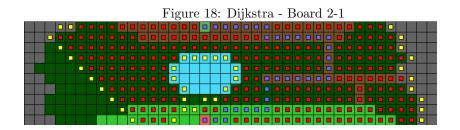












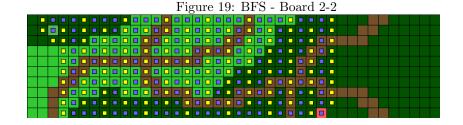


Figure 20: Dijkstra - Board 2-2

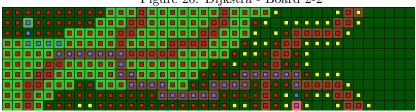


Figure 21: BFS - Board 2-3

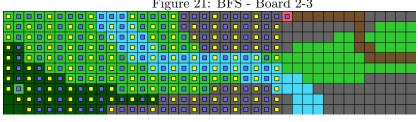


Figure 22: Dijkstra - Board 2-3

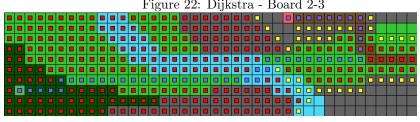


Figure 23: BFS - Board 2-4

