

@Navigation Mesh

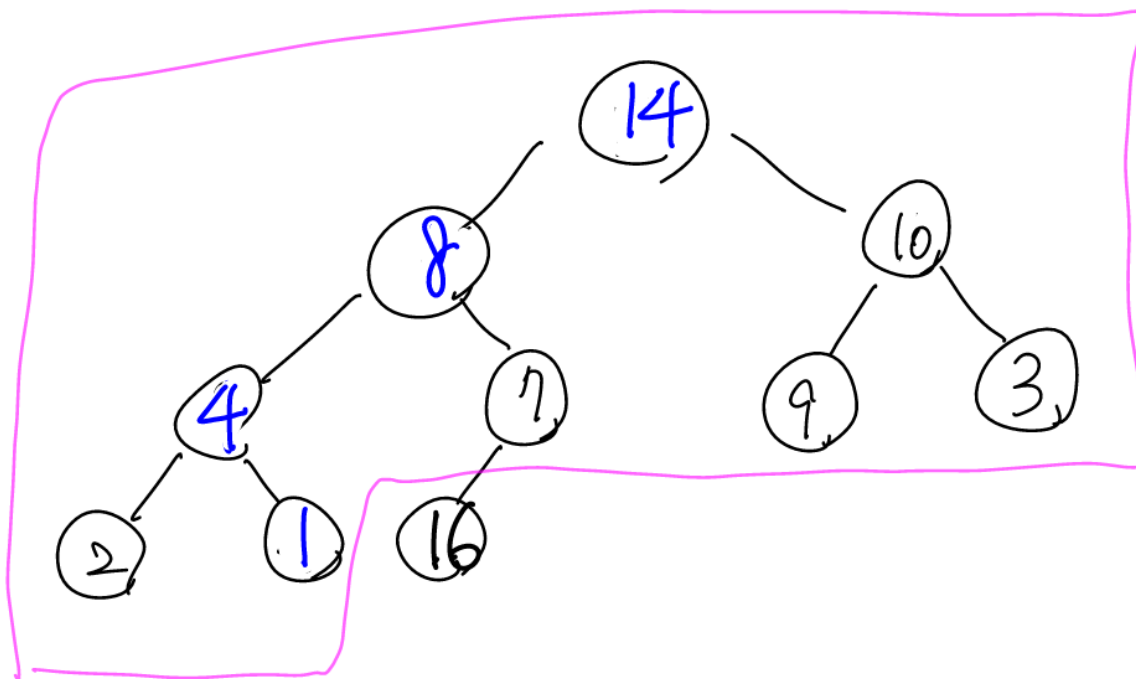
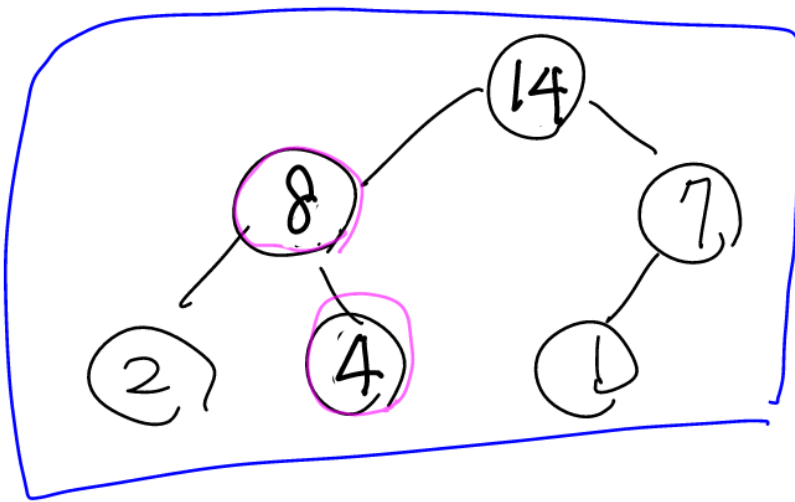
heap (data structure)

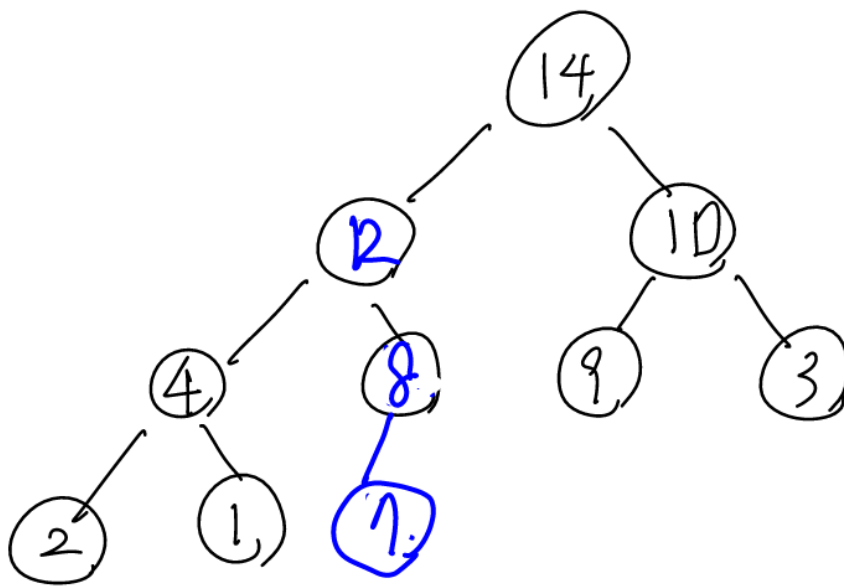
priority queue

hash container (unordered_set)

A* algorithm

Navigation Mesh in Unity

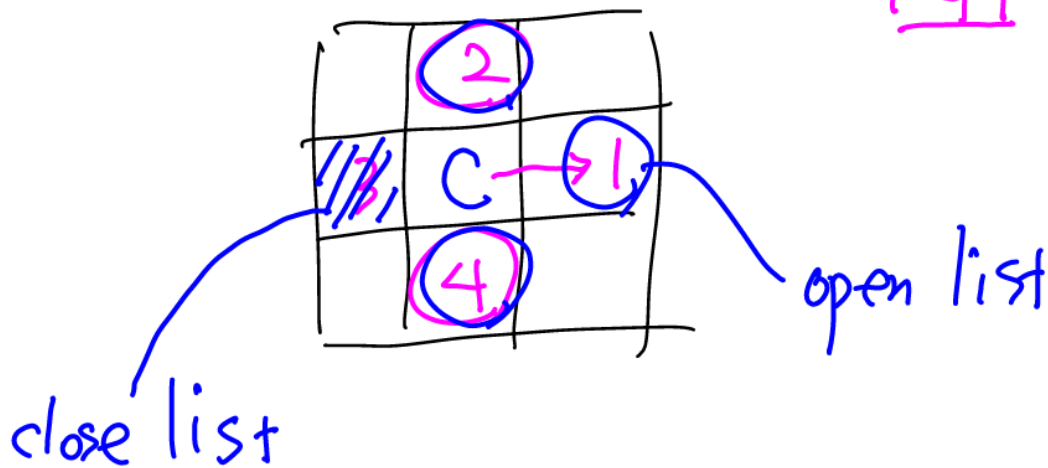




`std::priority_queue<>`
 ↳ uses heap

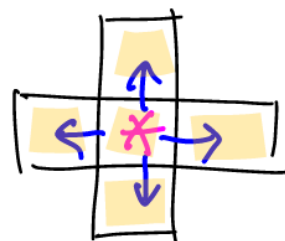
`std::priority_queue<AStarNode>`

[G]



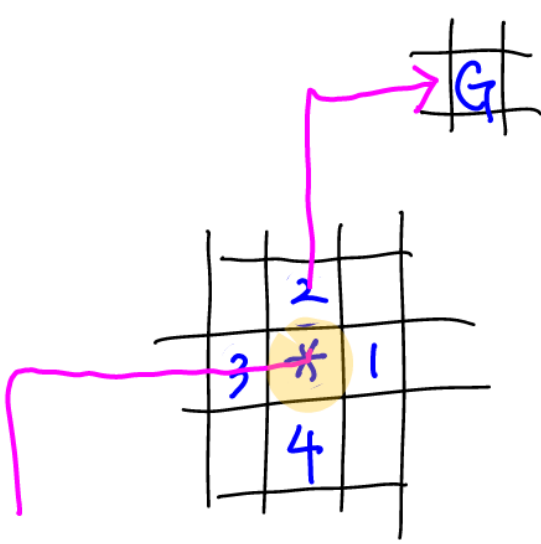
`std::unordered_set<AStarNode>`

@ AStar algorithm
 (basic)

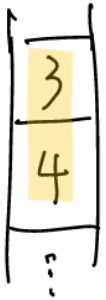


4-connected
 neighbors

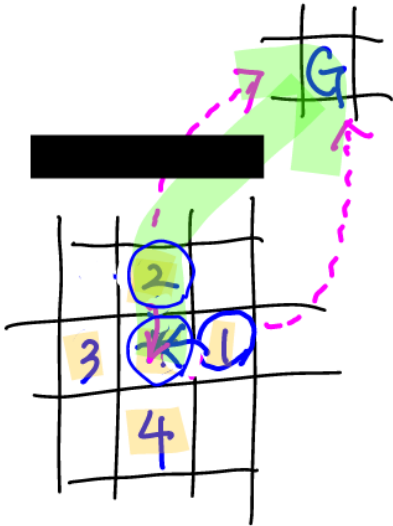
(3)



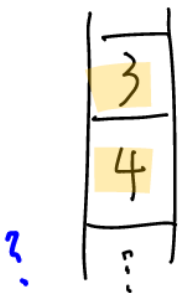
close list



open list (priority queue)



close list



open list (priority queue)



new cost
new heuristic

(2018.5.4)

@ AStar algorithm (detail)

(4)