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Write a Pac-Man liked game. The movement of Pac-Man is to be controlled by the game player and the movement of the ghost(s) is to be controlled by the program. Both Pac-Man and the ghost(s) can only move up, down, left, or right one tile position at a time. No diagonal movement is allowed. Design an A\* path finding algorithm to help the ghost(s) to catch Pac-Man.

Describe the heuristics used in the A\* algorithm:

The heuristics used in an A\* algorithm find the best path to a point by finding all the ways to actually get to the point (for example if there are obstacles in the way) but only keeping track of the first marker that makes it to the end. Then it traces back all of the regions that the path traveled through with least resistance.