Notes for AI Assignment

Neighbouring

For each node, go through all 8 possible locations for a neighbour by checking the x and y of the potential neighbour. If the x and y values are valid, add a neighbour and try the next position. Once all possible neighbours are added for a node, go to the next node until all nodes have their respective neighbours with positions from 1 to 8.

Algorithm

Check each nodes neighbours by cycling through 1 to 8 and check that neighbours’ potential for being the next step in the path for the node.

Setting Node Image

The node needs to know what type it is (tile, player or enemy) by using its position in the grid. The players’ start position will be set upon initialisation and can then be adjusted when the user inputs a key press. When creating the nodes the player and enemy x and y positions will be set when the particular