9/15 coms 327

Dijkstra’s with no weights is breath first search

Calculate from PC out

Where pc is move o

1 1 1

1@1

1 1 1

(or I could try

2 1 2

1@1

2 1 2

)

Every PC turn store it, monster looks at this to find where to move

Dijkstra’s for monsters moving through walls

Bit fuid