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I managed to fix things like terrain generation and the use of the lerp method. I was not able to get the packing algorithm finished. I did get somethings done with treasure detection and I imported models. However, when the npagent detects a treasure the program crashes. Because of this I have commented out the detection for treasures around the npagent (npAgentTreasureCheck() ). For treasure detection, I tried to have all the nodes there and use the A\* algorithm for the agent to traverse the graph. I used another class to generate a graph. The program, in theory was supposed to check through the list of treasures on the map and see how far each one was from the agent. It would then pick the closest one and see whether or not it was within 4000 units from it. If so, the agent should move toward the treasure and tag it as found once it reaches it.