

To run the game please open the scene Main.unity located in the Assets/Scenes folder in the project directory.

In order to view the grid, computed shortest path, fill, clusters and/or connections to POV nodes you must be in scene view and not in the game view.

Basic inputs (must be in game view):

Alpha 1: Grid + Dijkstra

Alpha 2: Grid + A*

Alpha 3: Grid + A* + Cluster

Alpha 4: POV + Dijkstra

Alpha 5: POV + A*

Alpha 6: POV + A* + Cluster

Basic Legend:

White: Walkable node

Red: Un-walkable node

Blue: Node that was once on the open list (visited)

Green: Computed shortest path

Cluster legend:

Yellow: Cluster 1

Pink: Cluster 2

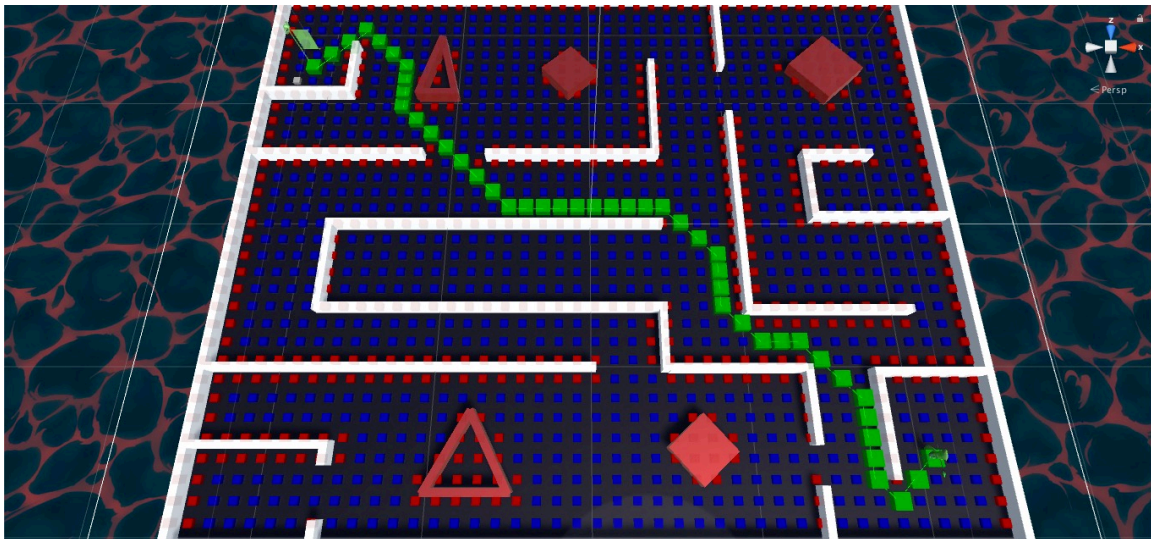
Orange: Cluster 3

Cyan: Cluster 4

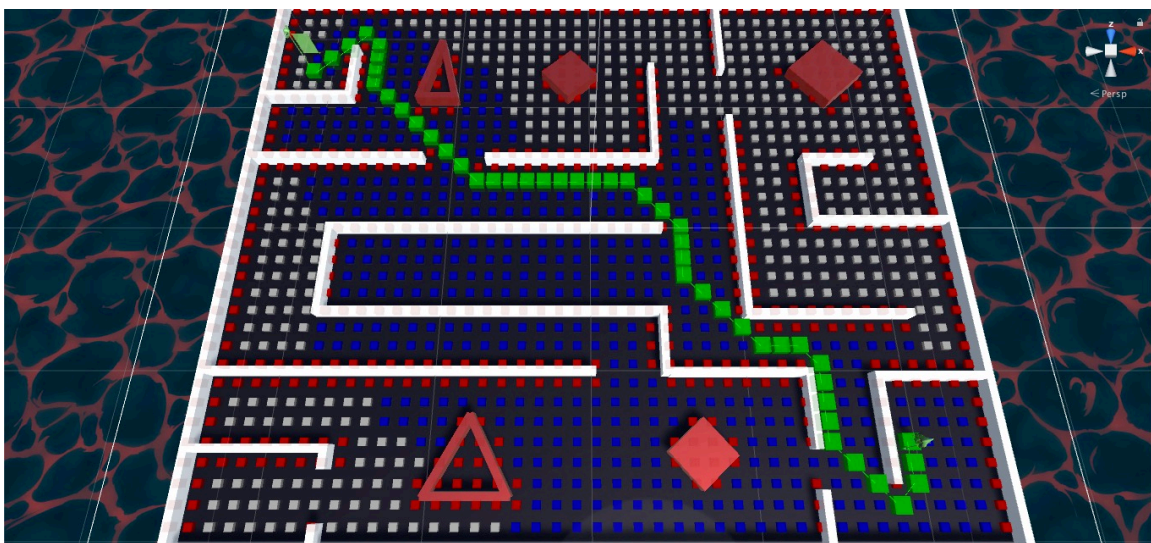
Purple: Cluster 5

Algorithm fills:

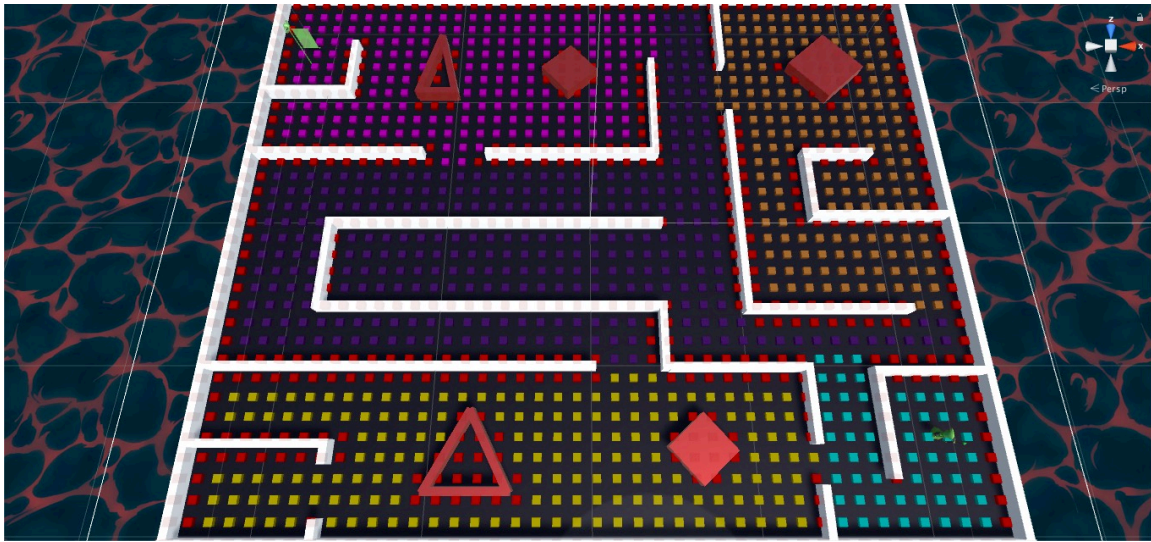
Grid + Dijkstra:



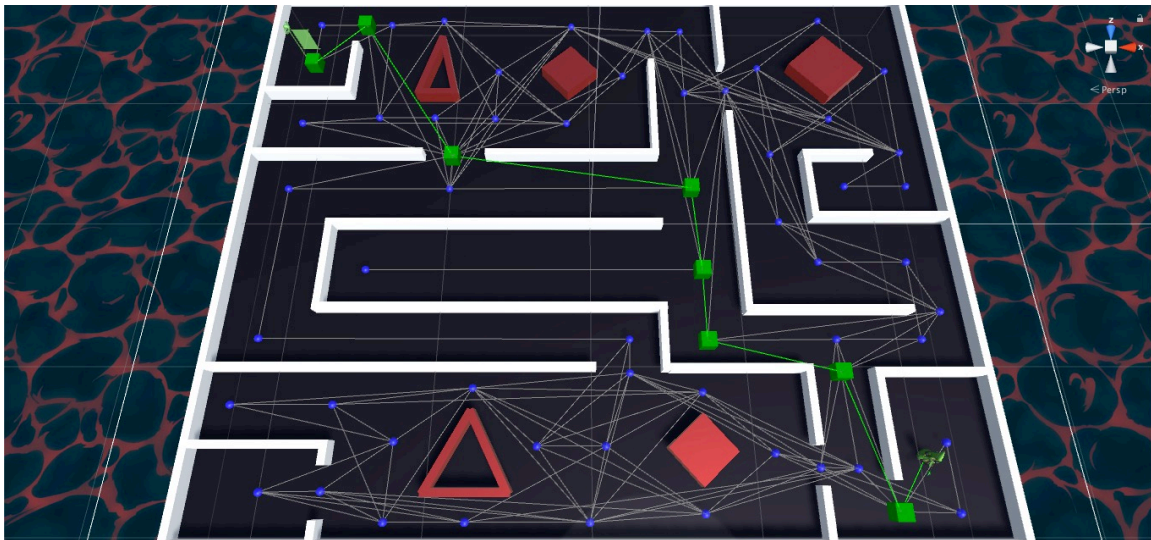
Grid + A*:



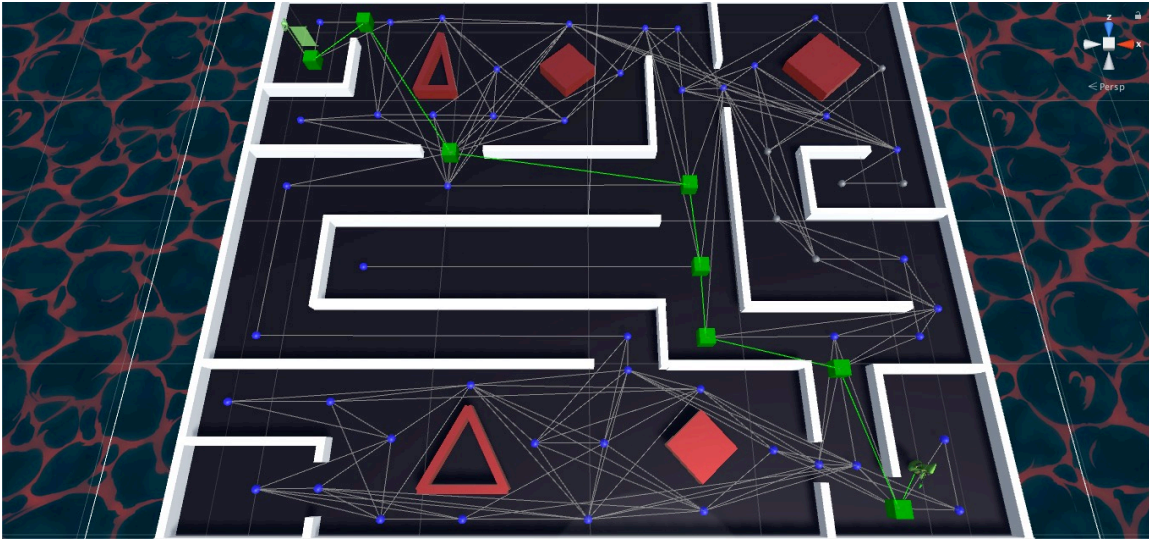
Grid + A* + Cluster (just dividing nodes into clusters was achieved):



POV + Dijkstra:



POV + A*:



POV + A* + Cluster (just dividing nodes into clusters was achieved):

