

A* Path Finding

What is A* Path Finding?

Pathfinding or pathing is the plotting, by a computer application, of the shortest route between two points. It is a more practical variant on solving mazes. This field of research is based heavily on A* algorithm for finding a shortest path on a weighted graph.

Problem:

Find shortest path from initial node to final node

Results:

At the end solving maze and get final node

Hypothesis:

How to solve it manually

or

use artificial intelligence algorithms to solve it.

Agent design (PEAS):

Performance measure	Environment	Actuators	Sensors
fast , agent always find shortest path, profit	Grid , algorithm	Screen display	movement according to barrier , mouse click.

Environment properties (ODESSA+D):

Observability	Deterministic	Episode	Static	Agent	Discrete
Fully observable	strategic	sequential	static	Multi-agent (competitive)	discrete

Agent type:

Goal-based reflex agents

Names of team



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