Mini Project

Implementation of AI

Automatic Generation of the Maze

Time : 3-4 months

Generation of a User-controlled Game on the generated Track

Time: 1-2 months

Finding the optimal route using Backtracking AI (modified Dijkstra algorithm)

(Proposed for future work)

Time: No time left

Features

Continuous User interactive implementation of an AI in a game.

Use of Computer Graphics, Algorithms.

The Game tracks the number of spaces explored (not the distance traveled)

Enable or Disable Opponents to increase the difficulty of the maze. (Game Over screen pending)