Production Diary

Game Development Cluster

IMMERSIVE STUDIOS

ASSESSMENT 3

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# Section 1

## Part 1 – Research

* A\* is a pathfinding algorithm similar to Dijkstra’s algorithm, but includes a heuristic function that improves its computation speed.
* <https://www.researchgate.net/publication/267809499_A-based_Pathfinding_in_Modern_Computer_Games>
* <https://www.youtube.com/watch?v=ySN5Wnu88nE>

# References

**There are no sources in the current document.**