**A\*pathfinding algorithm**

This is an A\*Pathfinding algorithm designed to be independent for a grid-based game. It takes 2 lists of unit game objects and a dictionary of tiles on then manipulates the imputed data the game to play it.

Features:

* It will always find the shortest path on the grid to a target.
* Highly customizable
* “smart” AI

Tested on:

* Windows
* Mac
* Unity ver. 2022.3.7f1

Requirements:

* A Tile class that contains an \_occupied bool, and floats gCost, hCost, and fCost.
* A Tile class that stores a cameFromNode.
* A grid constructed of tile objects.