

# Lab10 - Path Finding - Grid-Based AStar

*COMP396 - Game Programming 2*

**Purpose:** - Implementing **Path Finding** algorithms

**Due Date(s):**

- Class Work portion: in the end of class
- The challenge portion: by end-of-week's Friday, 11:59PM.

**ClassWork (50%):** - Follow the hands-on class work.

**Challenge (50%):** Continue working with the class instructions on your own til you complete the Lab10.

**Deliverables:** - See Class Instructions.