

COMP 476 Assignment 2

Sam Assaf – 6150748

Programming Write-Up

Running the Application

To run the application, please run the packaged executable file.

Exiting the Application

To exit the application, please execute the **Alt-F4** Windows function.

Controls

Although it was not a requirement, I have implemented 3 independent pathfinding algorithms. To switch between them, please hit the corresponding key before the NPC reaches the final node of its current path and the next paths will be calculated using the desired algorithm.

E – Euclidean

D – Dijkstra with Null Heuristic

C – Cluster with Euclidean Calculations

Note

I opted to use the NPC script from lab 5 since you essentially gave me a **zero** on my steering solution from assignment 1.

Fills

Blue: Start Node

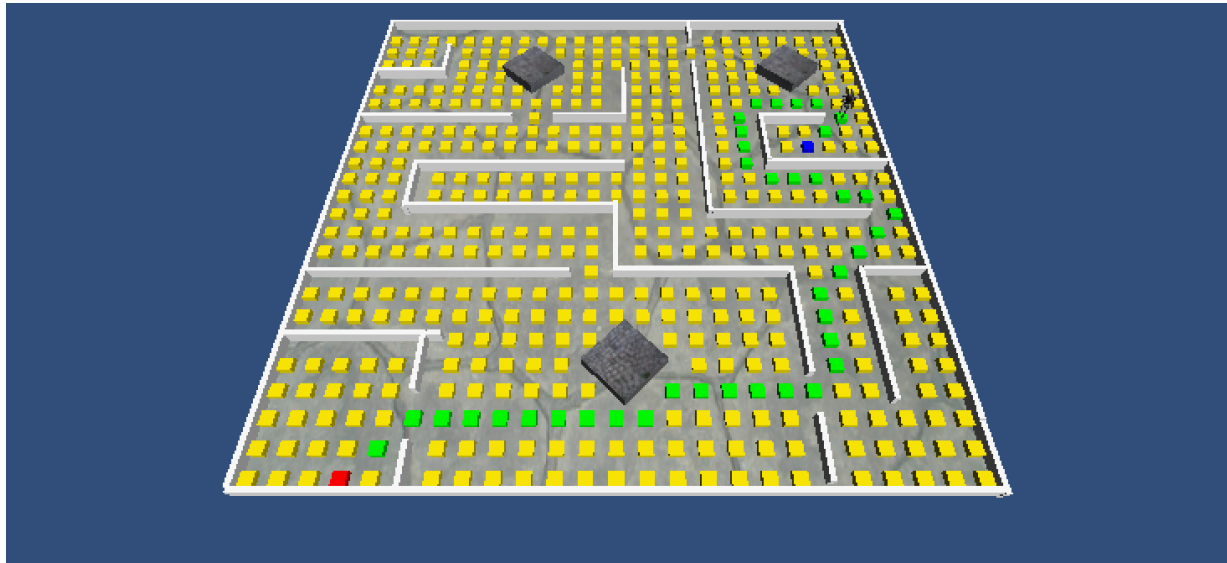
Red: End Node

Green: Path Node

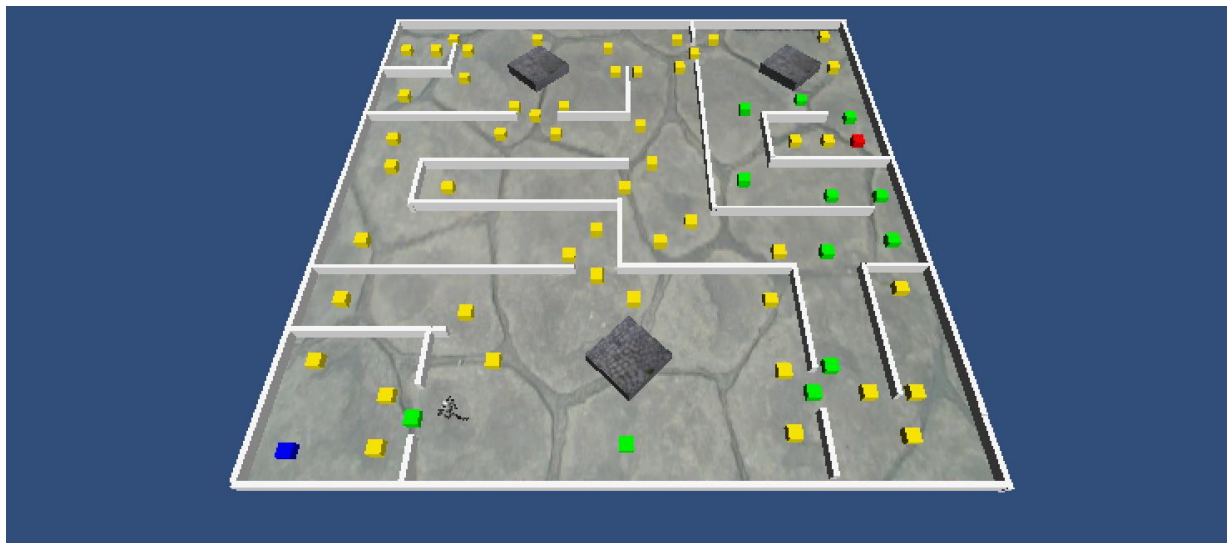
Yellow: Closed Node

Cyan: Open Node

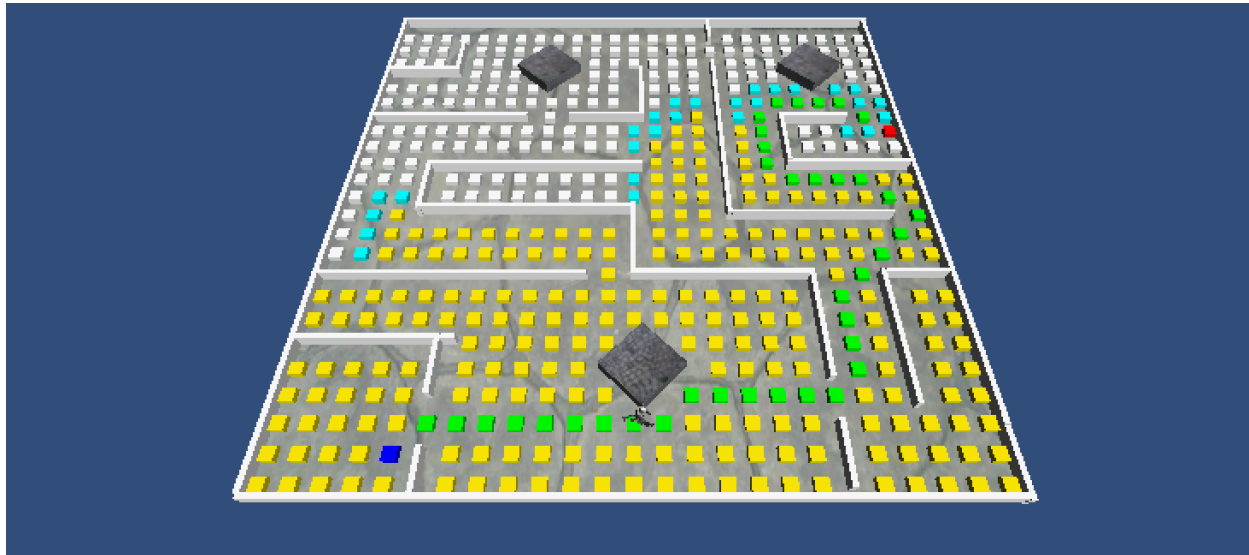
Dijkstra with Tile Graph



Dijkstra with PoV Graph



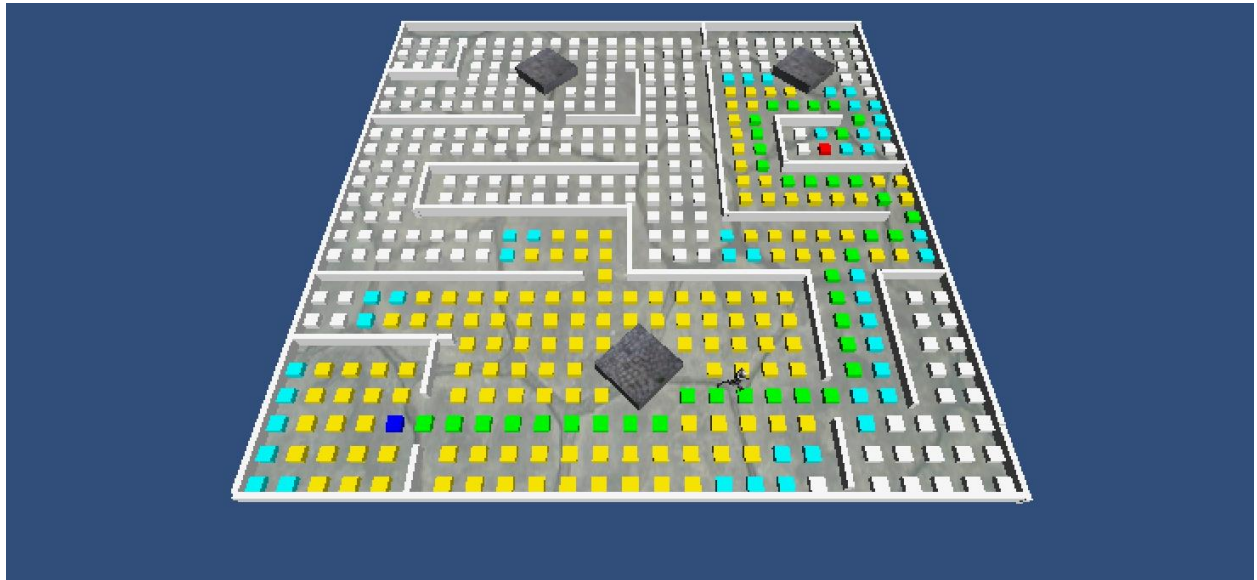
Euclidean with Tile Graph



Euclidean with PoV Graph



Cluster with Tile Graph



Cluster with PoV Graph

