

02

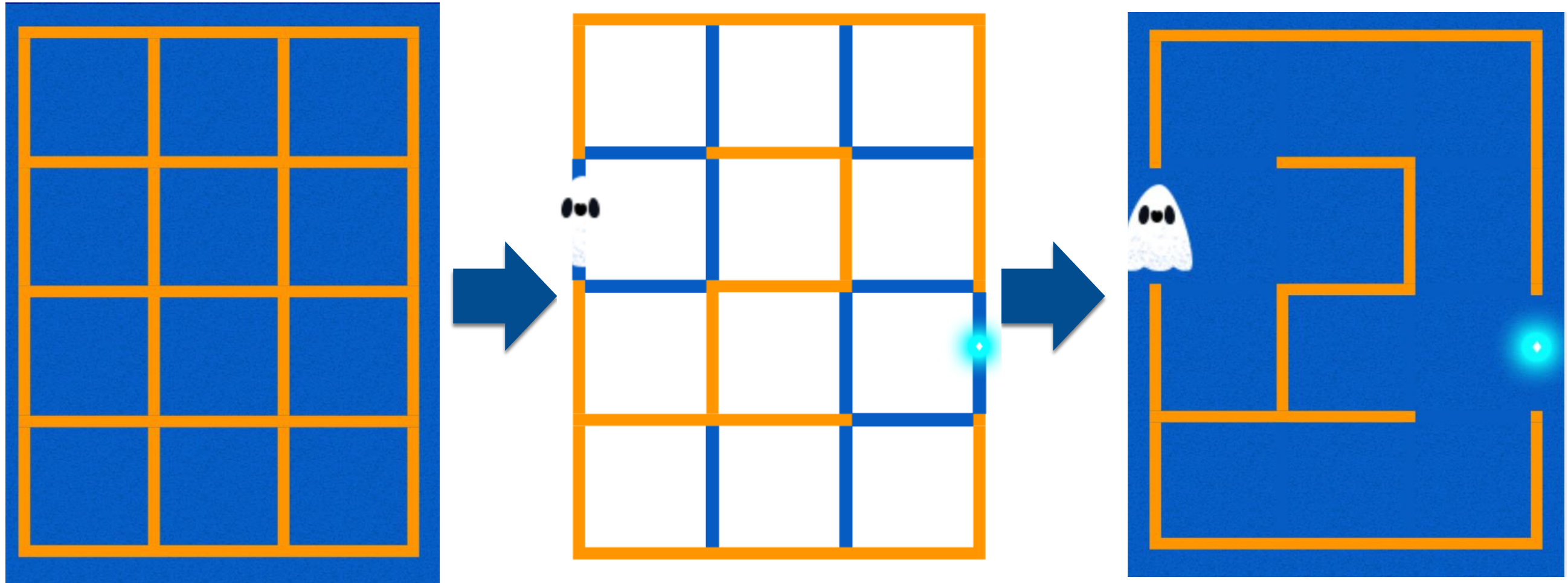
OPEN ORIENTED

凹凸实验室

迷宫小游戏总结

hxf

迷宫生成图

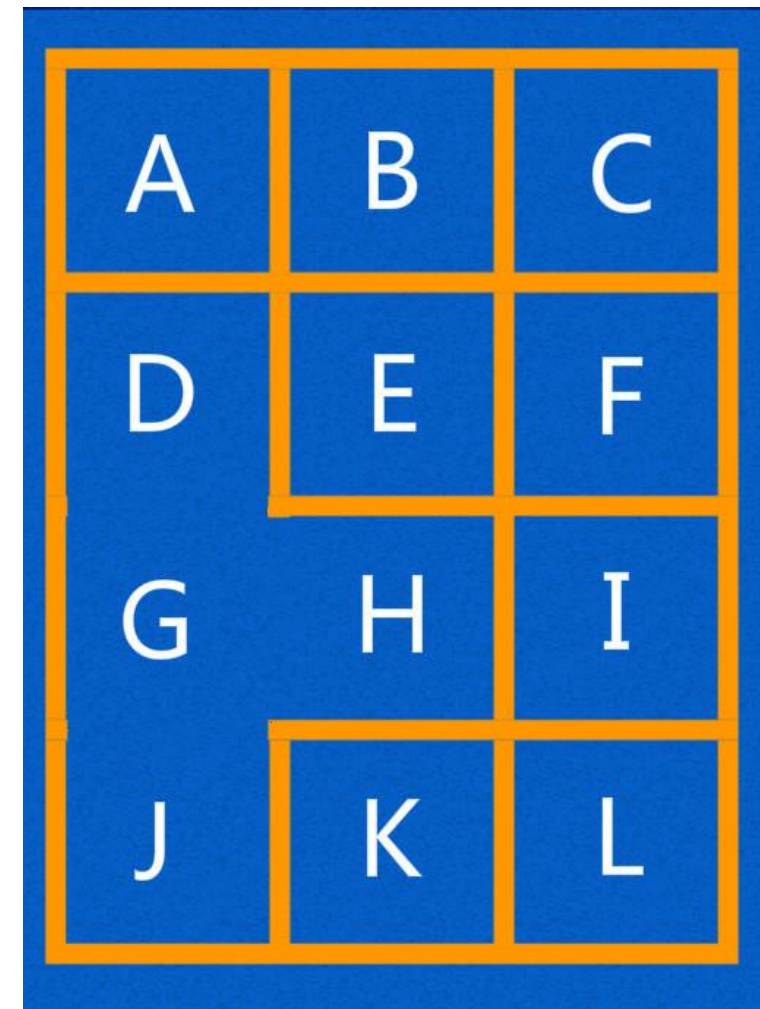
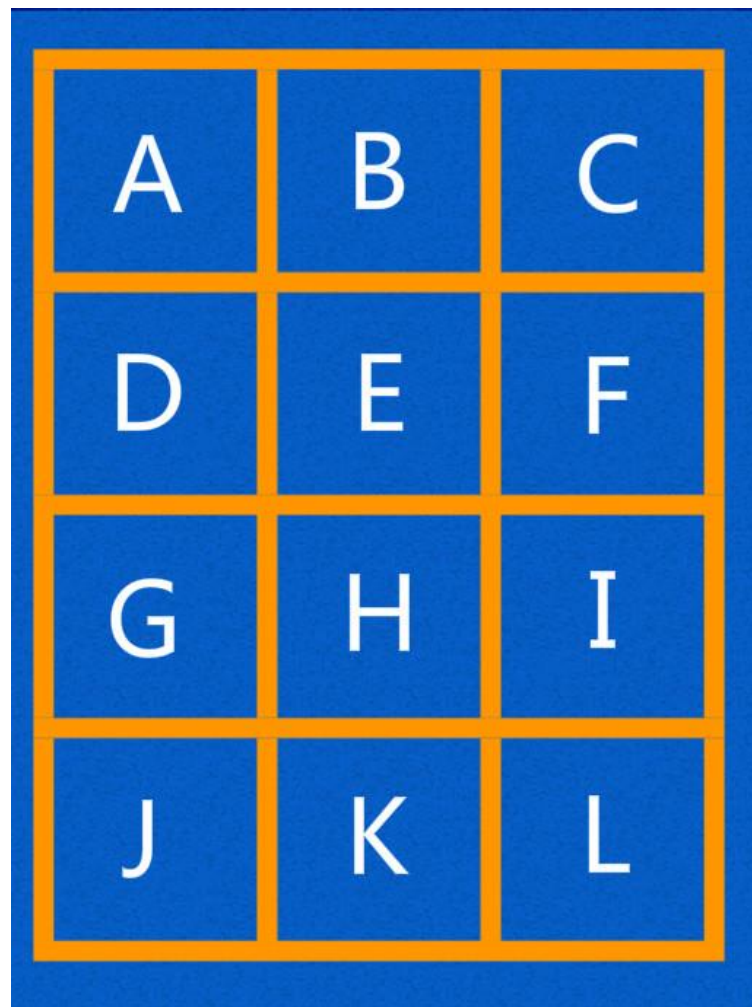


A 3x3 grid maze with orange walls on a blue background. The grid contains letters A through L. A ghost icon is at the bottom left, and a blue dot is at the top right.

A	B	C
D	E	F
G	H	I
J	K	L

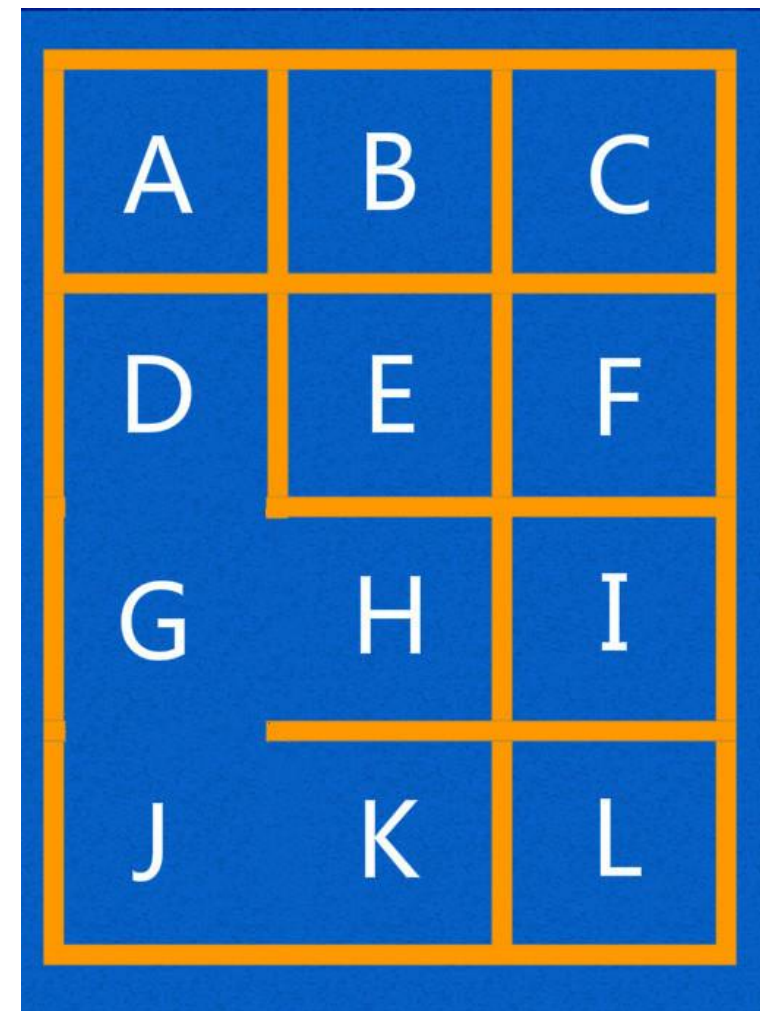
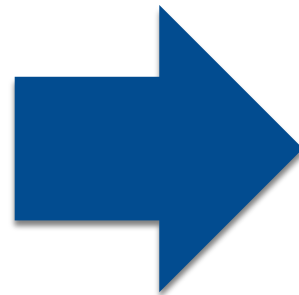
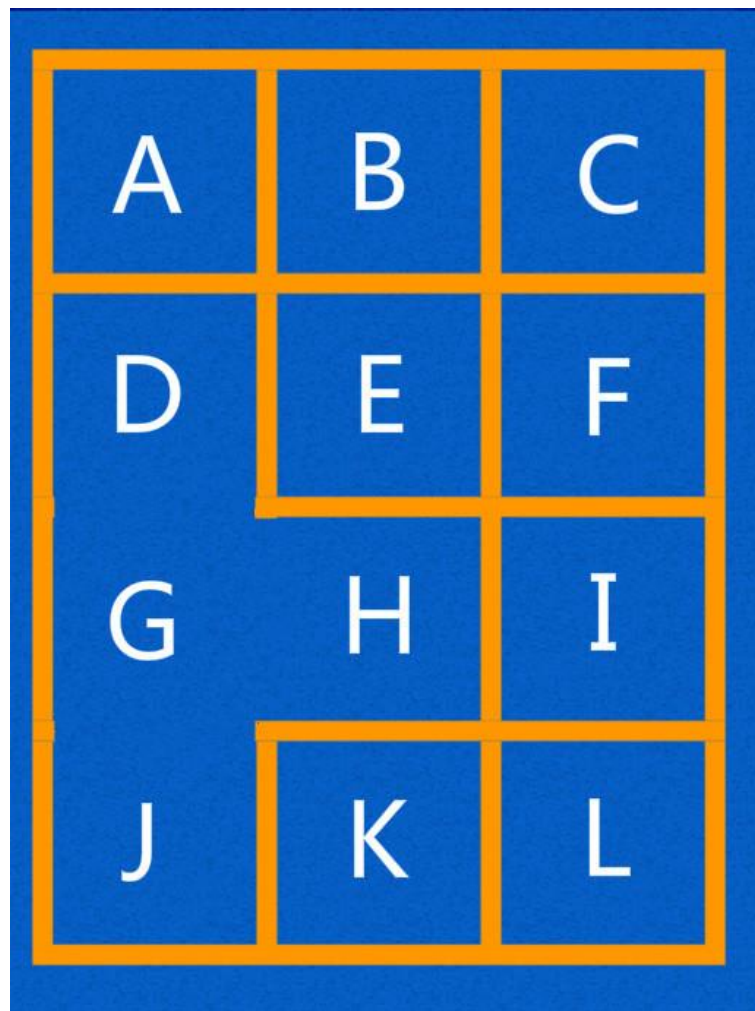
迷宫生成算法

(1) nextNode=G , doneArr={D,H,J}



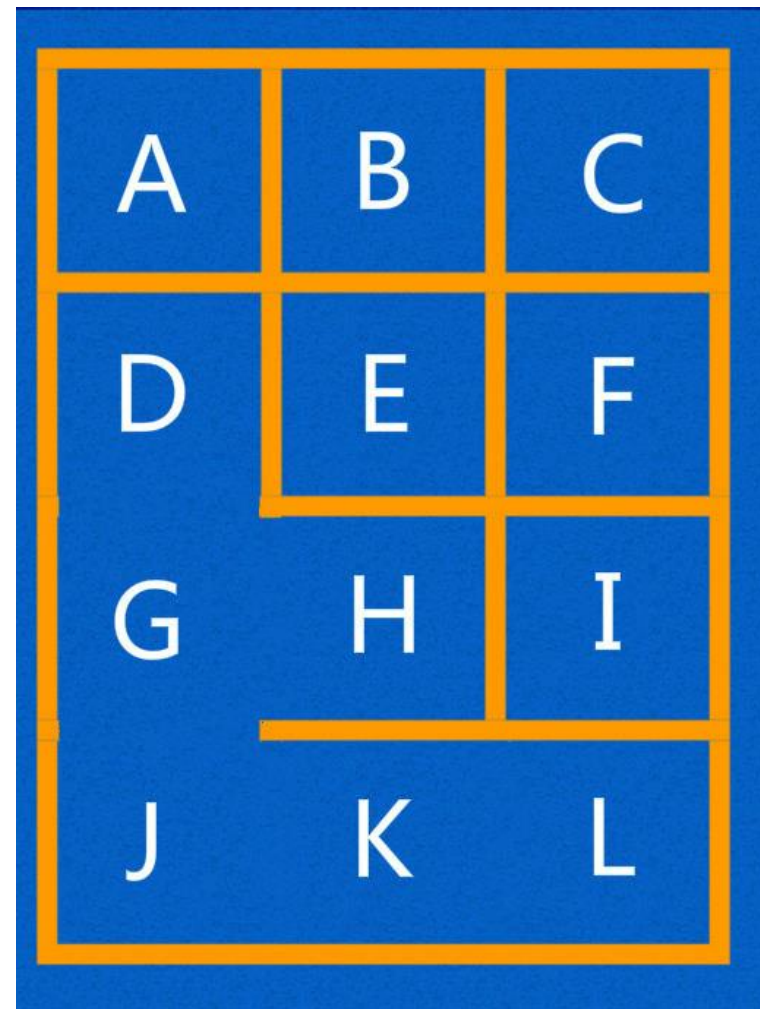
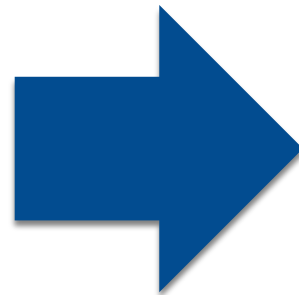
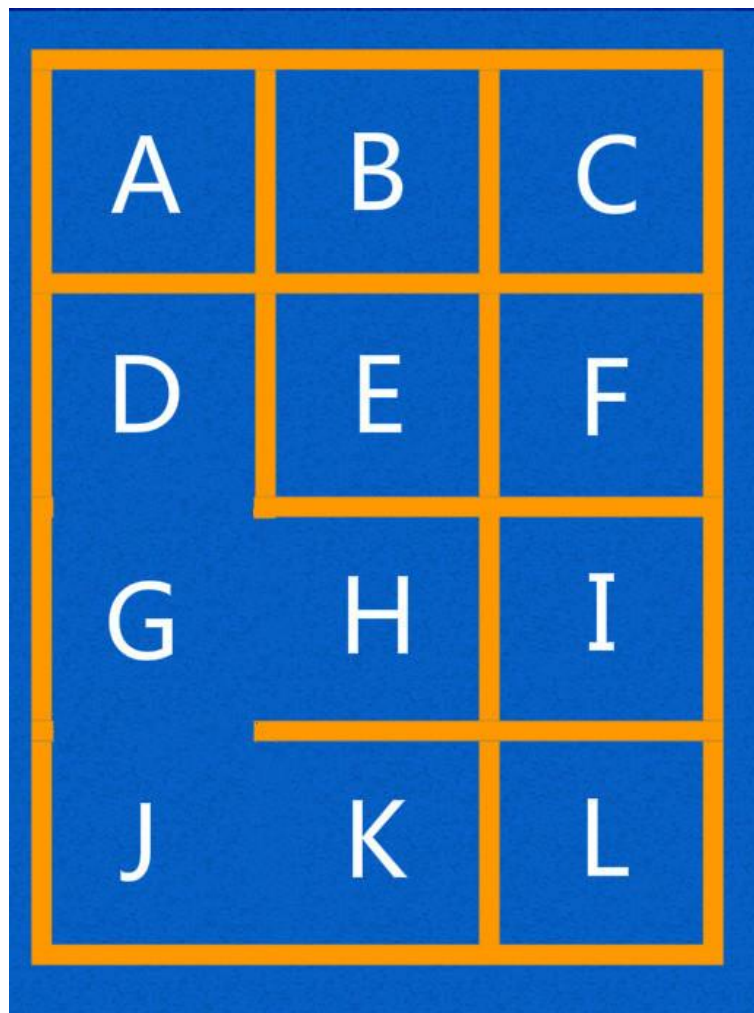
迷宫生成算法

(2) nextNode=J , doneArr={D,H,J,G,K}



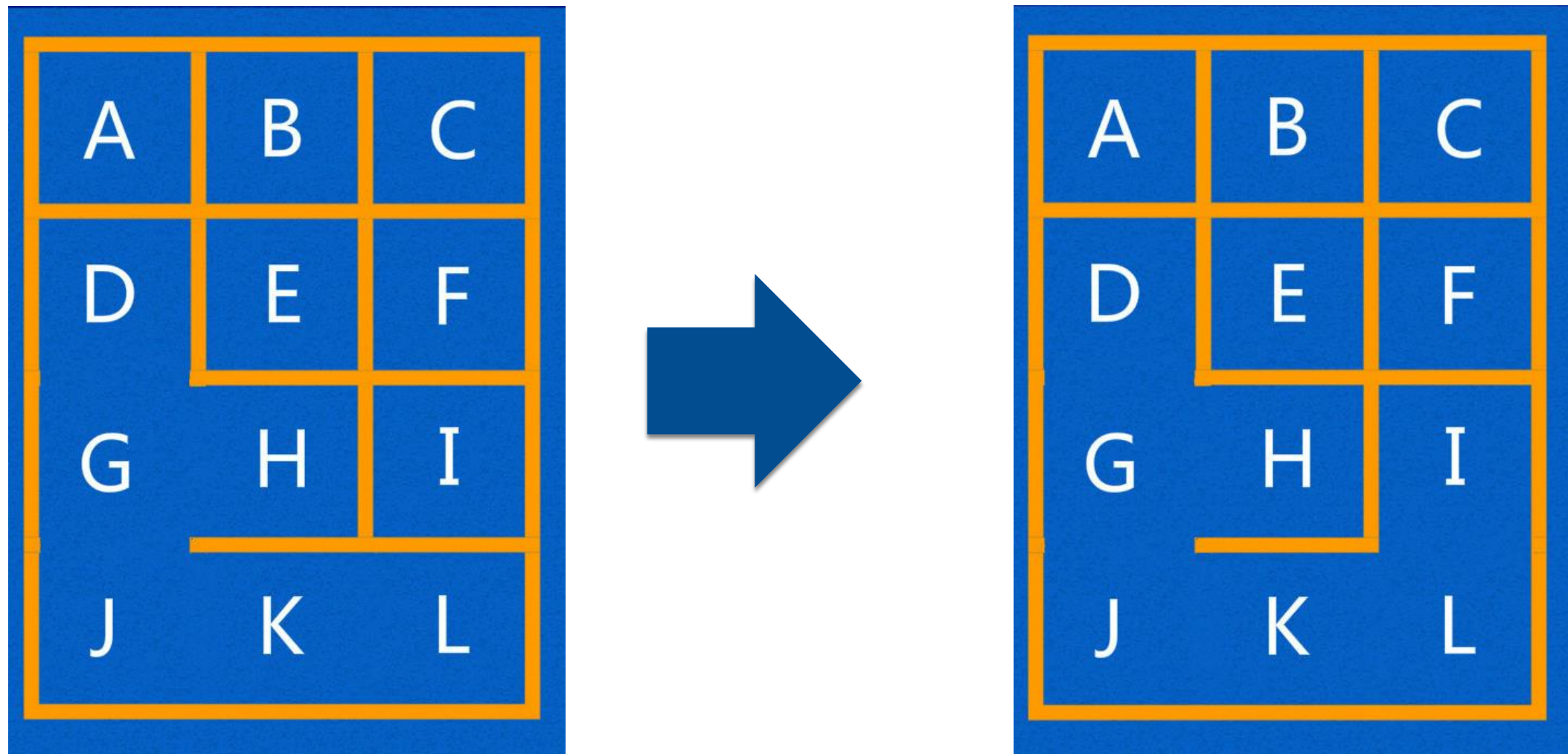
迷宫生成算法

(3) nextNode=**K** , doneArr={D,H,J,G,K,**L**}



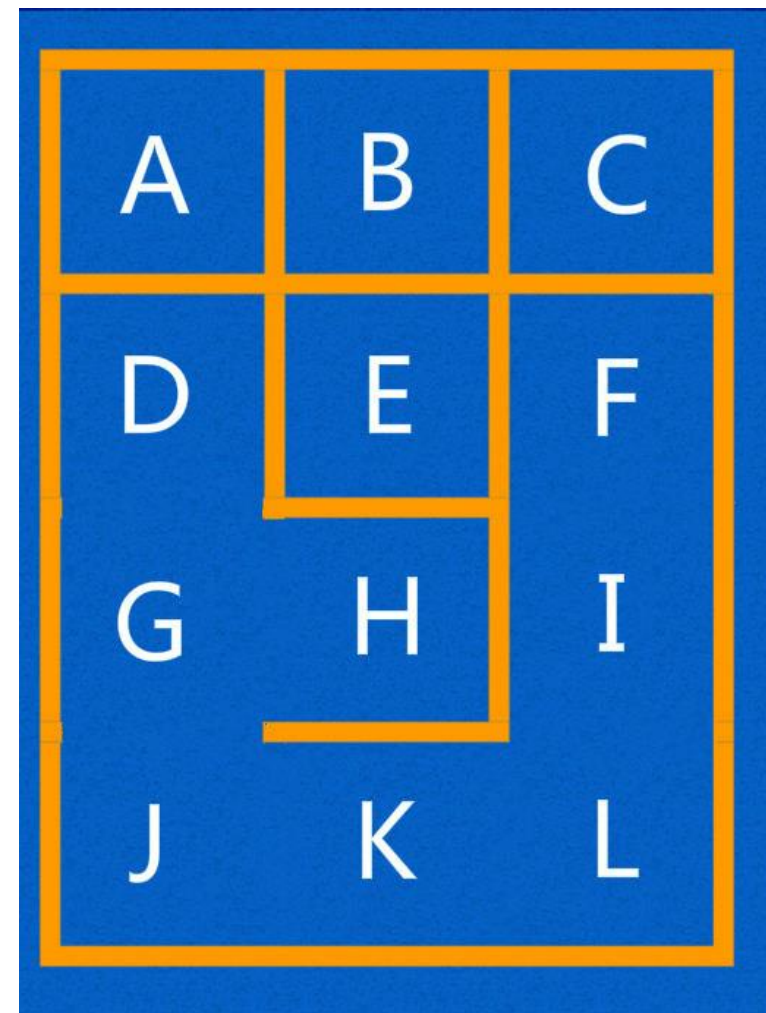
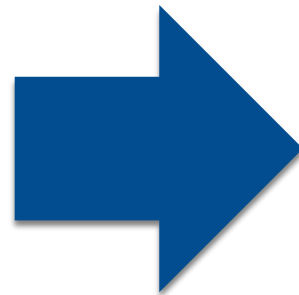
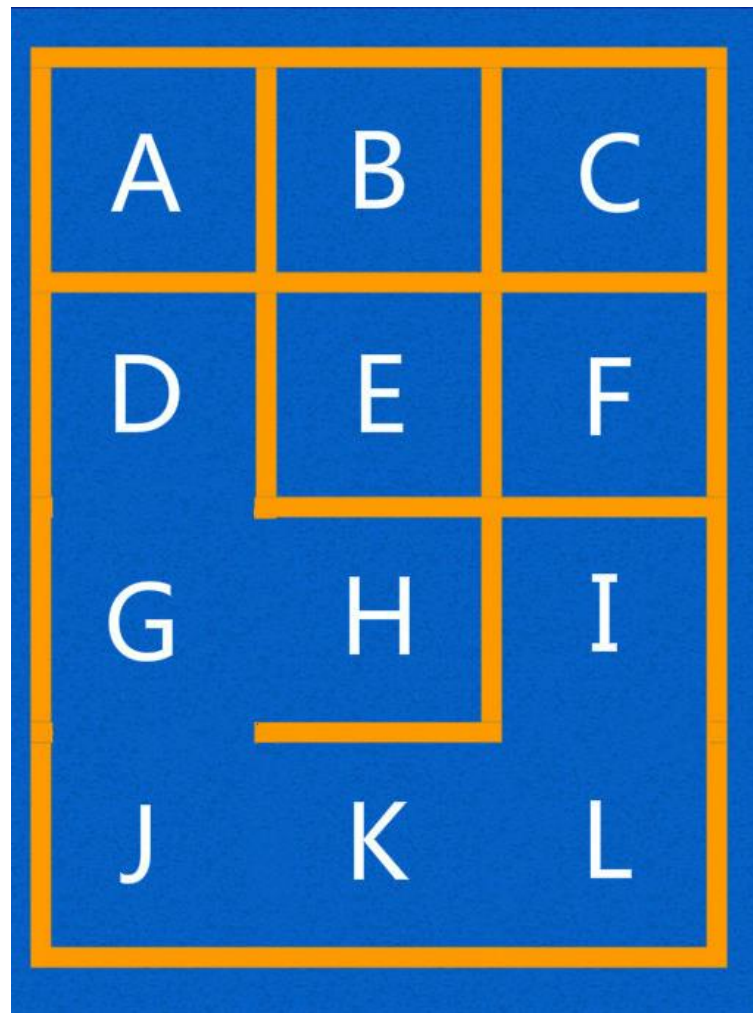
迷宫生成算法

(4) nextNode=L , doneArr={D,H,J,G,K,L,I}



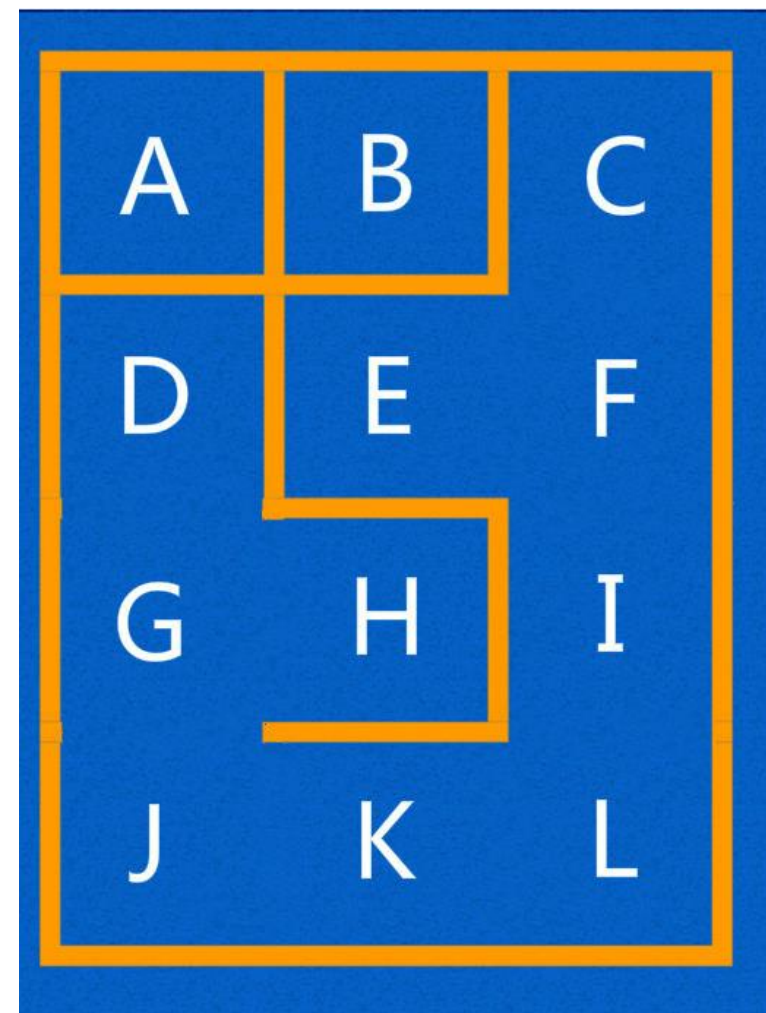
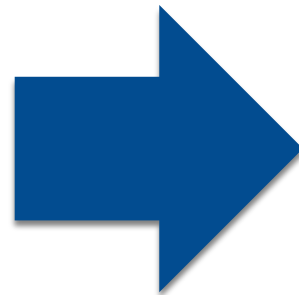
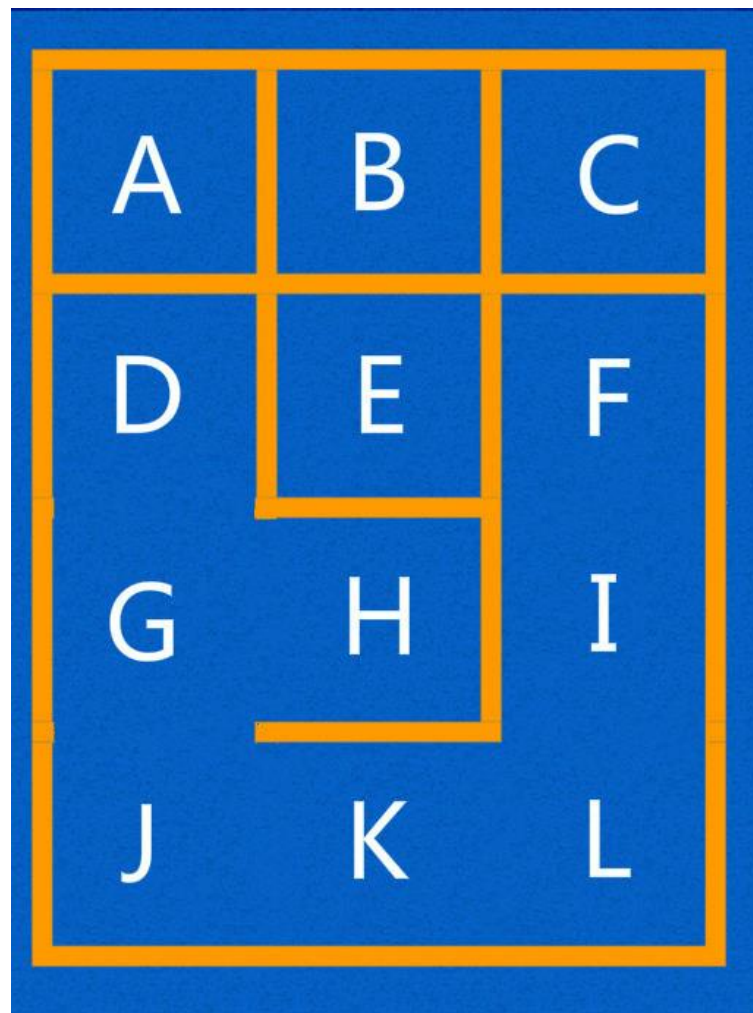
迷宫生成算法

(5) nextNode=**I** , doneArr={D,H,J,G,K,L,I,**F**}



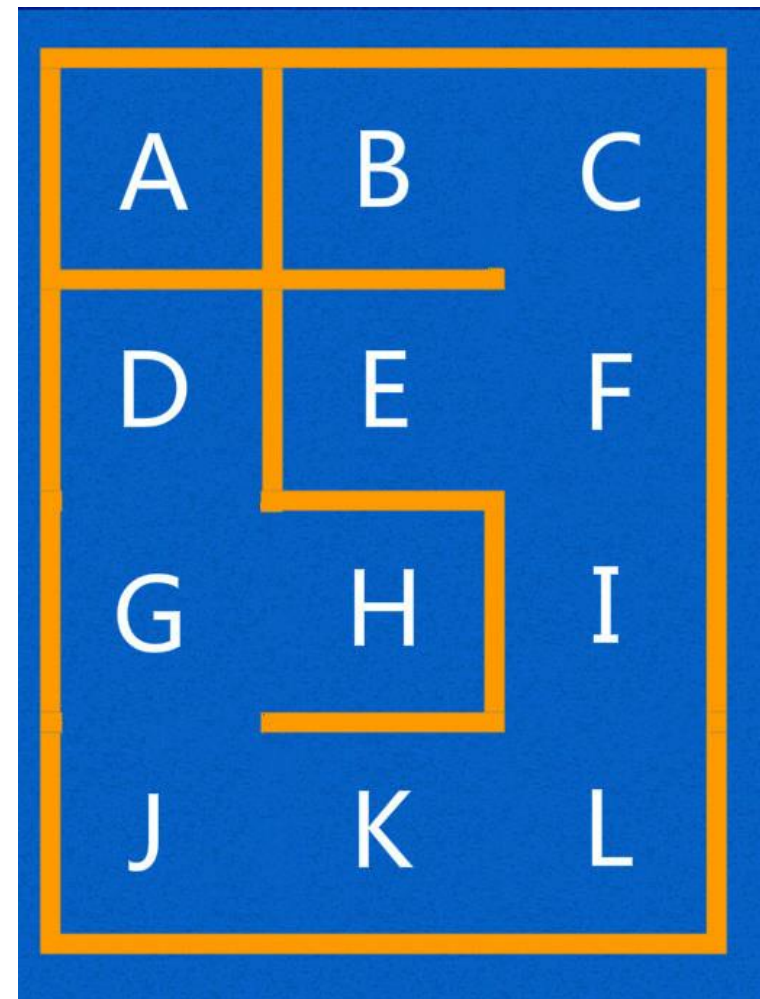
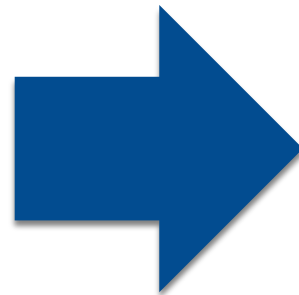
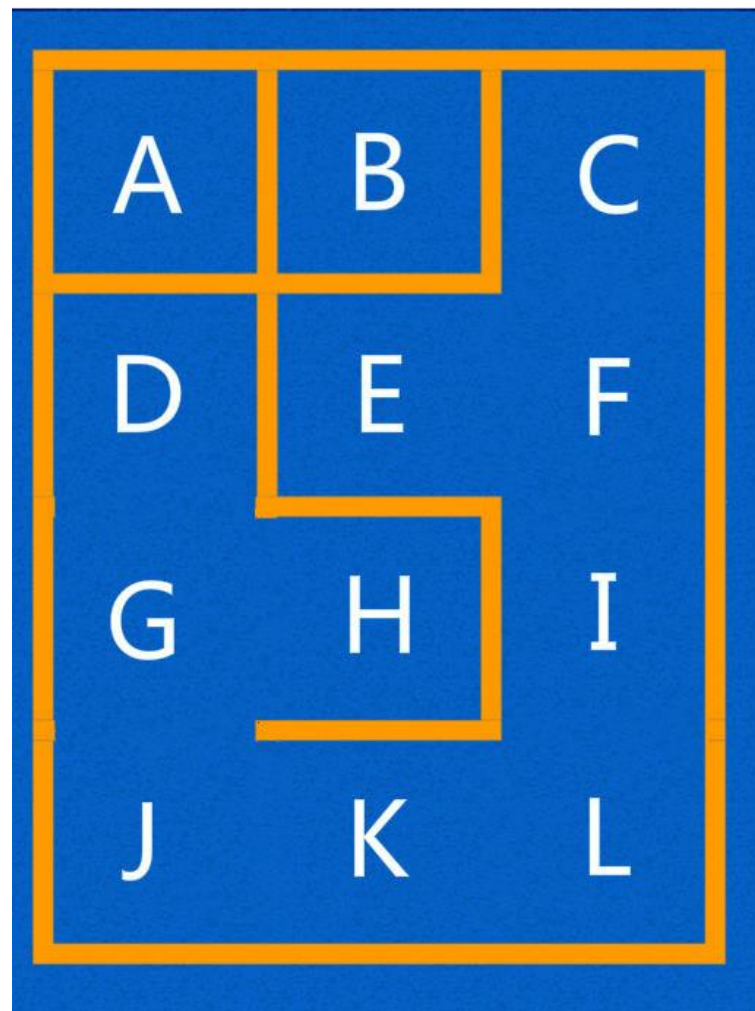
迷宫生成算法

(6) nextNode=**F** , doneArr={D,H,J,G,K,L,I,F,**E**,**C**}



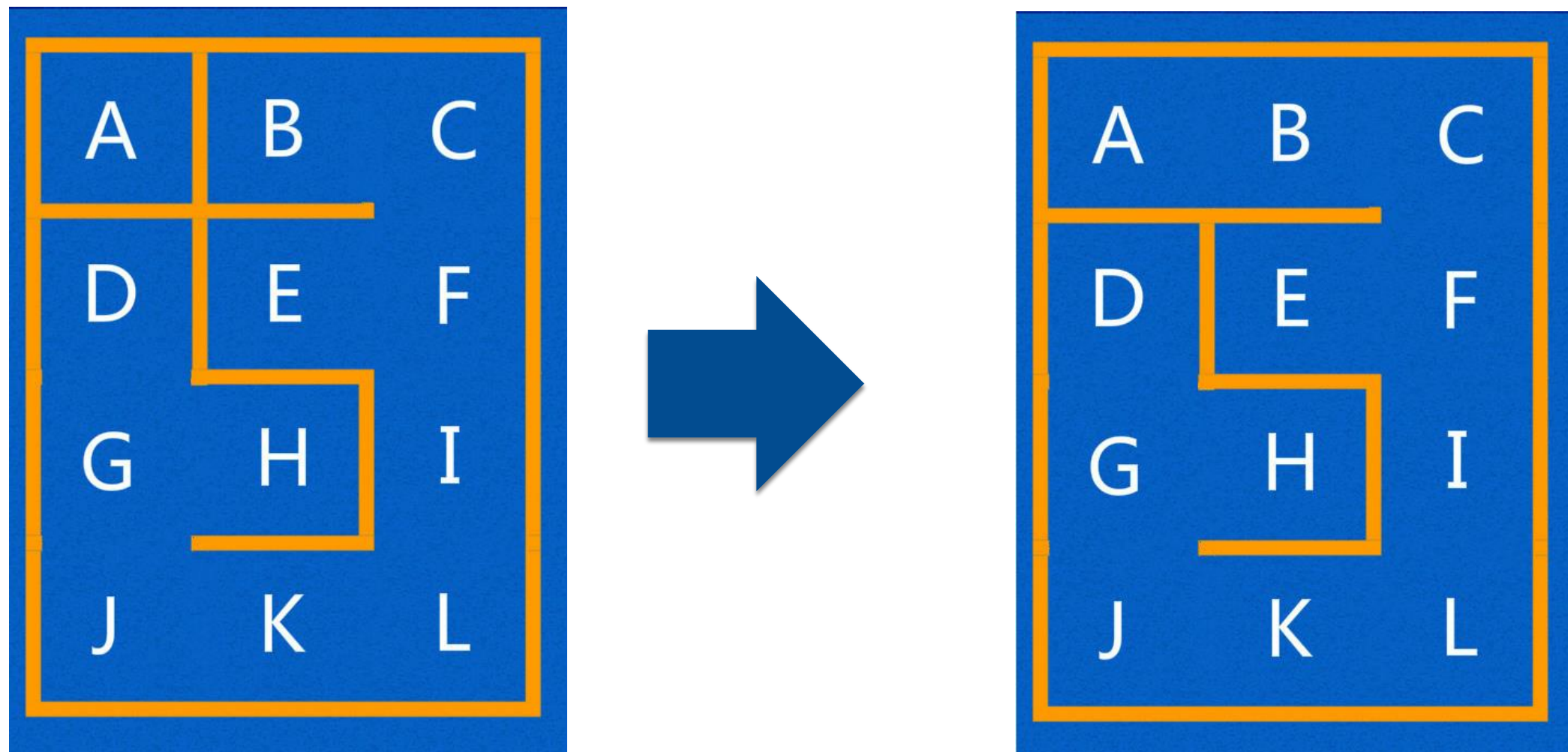
迷宫生成算法

(7) nextNode=C , doneArr={D,H,J,G,K,L,I,F,E,C,B}



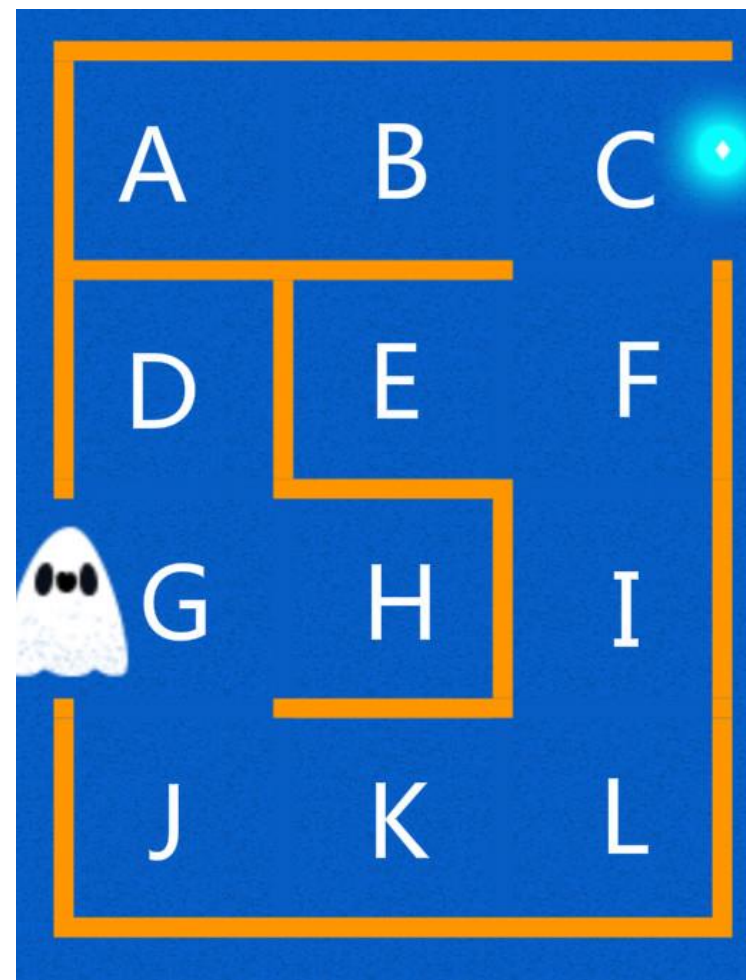
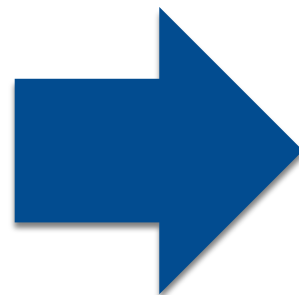
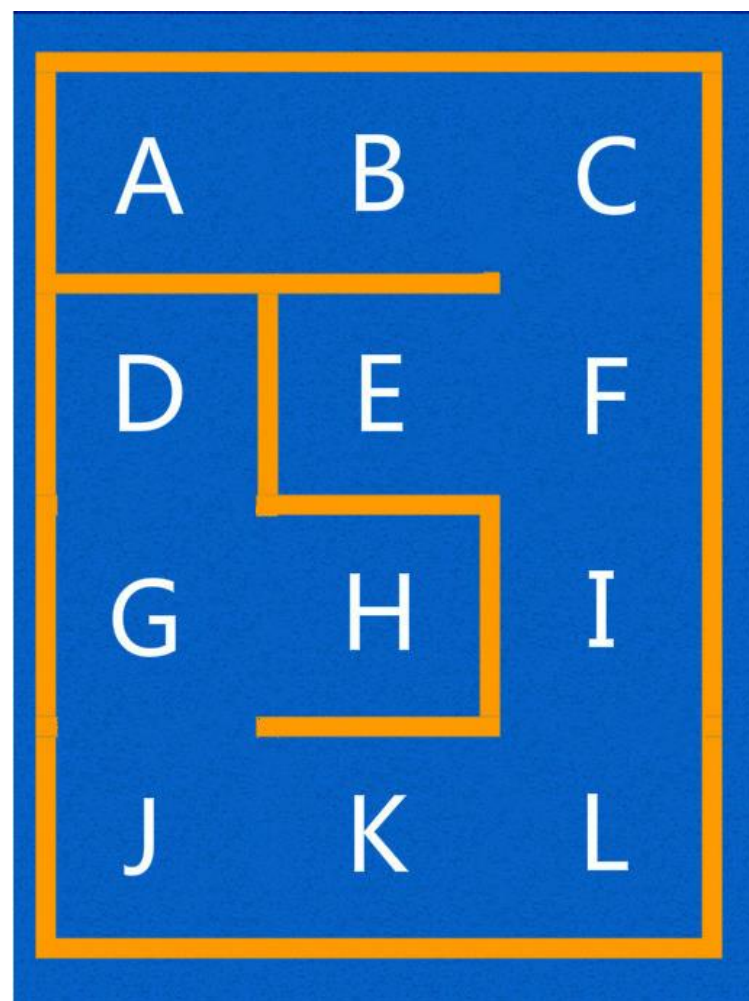
迷宫生成算法

(7) nextNode=**B** , doneArr={D,H,J,G,K,L,I,F,E,C,B,**A**}



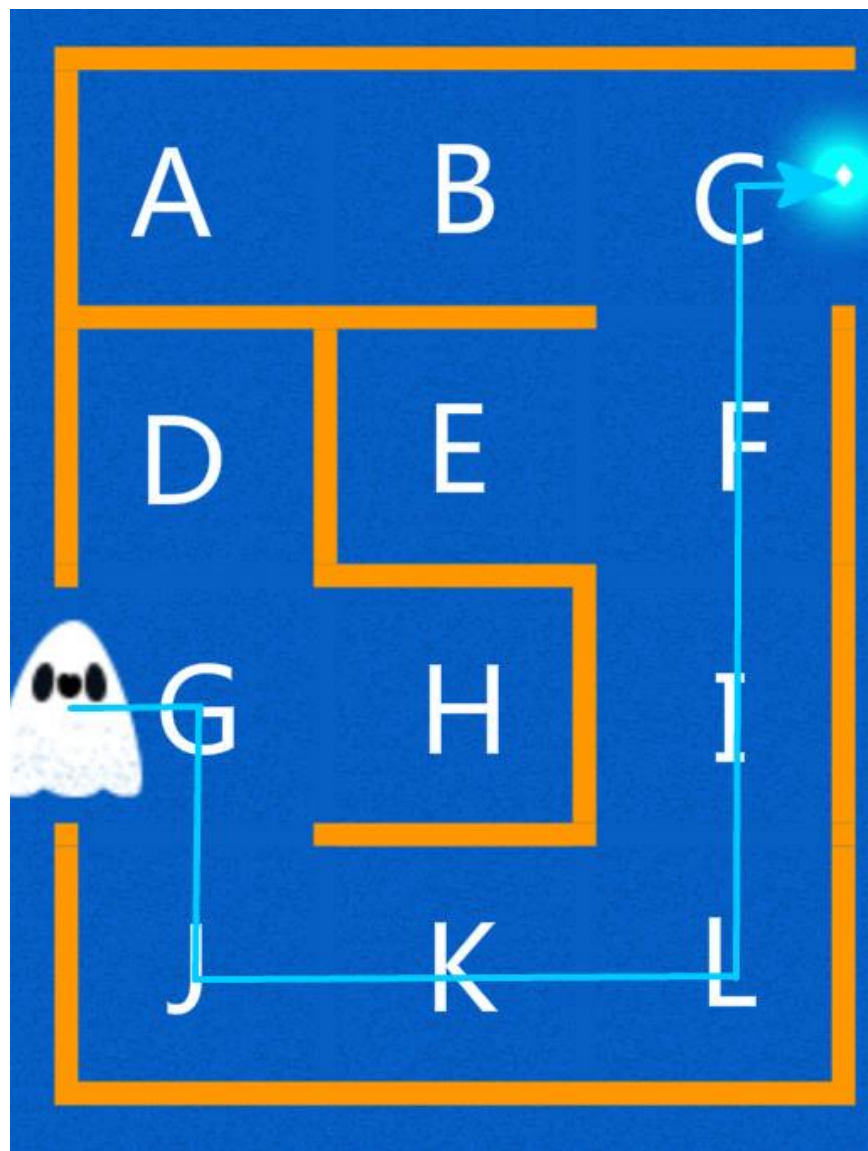
迷宫生成算法

(8) 出口，入口

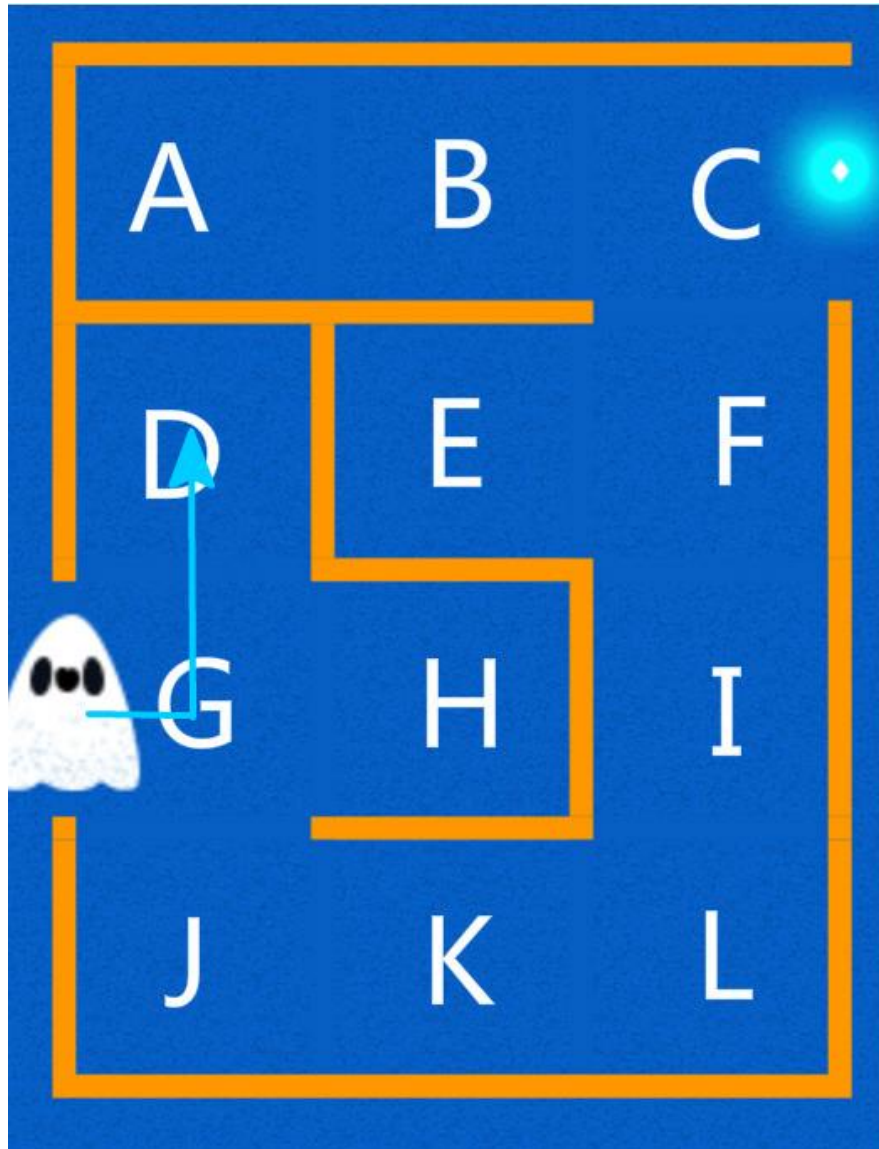


提示路线生成

深度优先算法

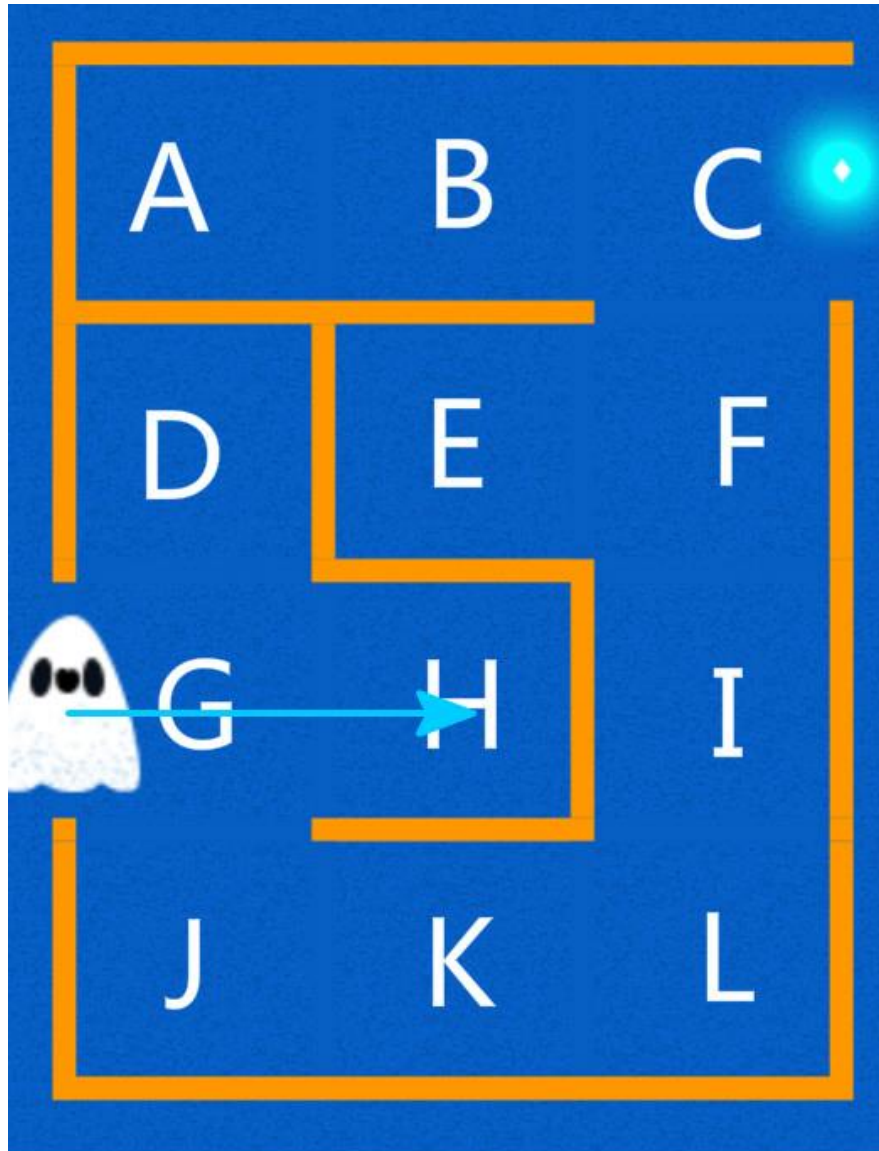


提示路线生成



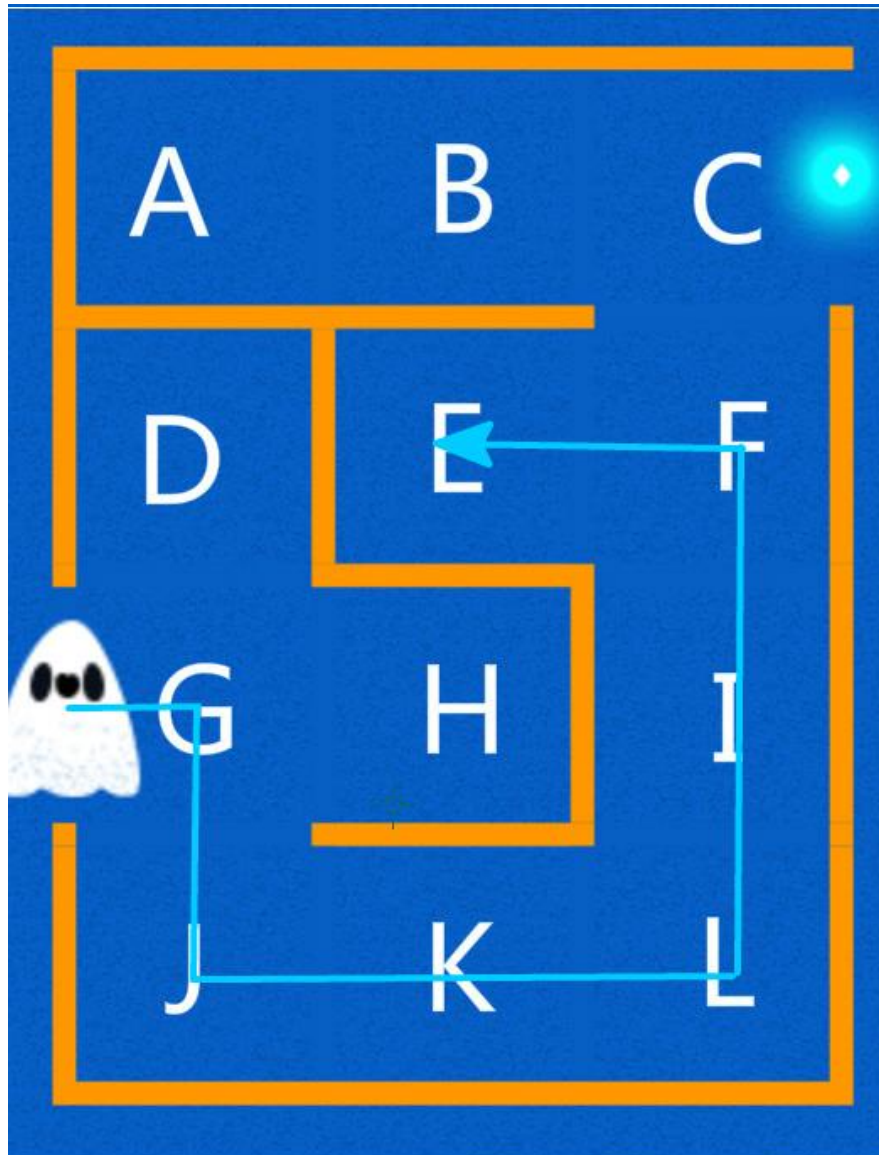
(1) G -> D

提示路线生成



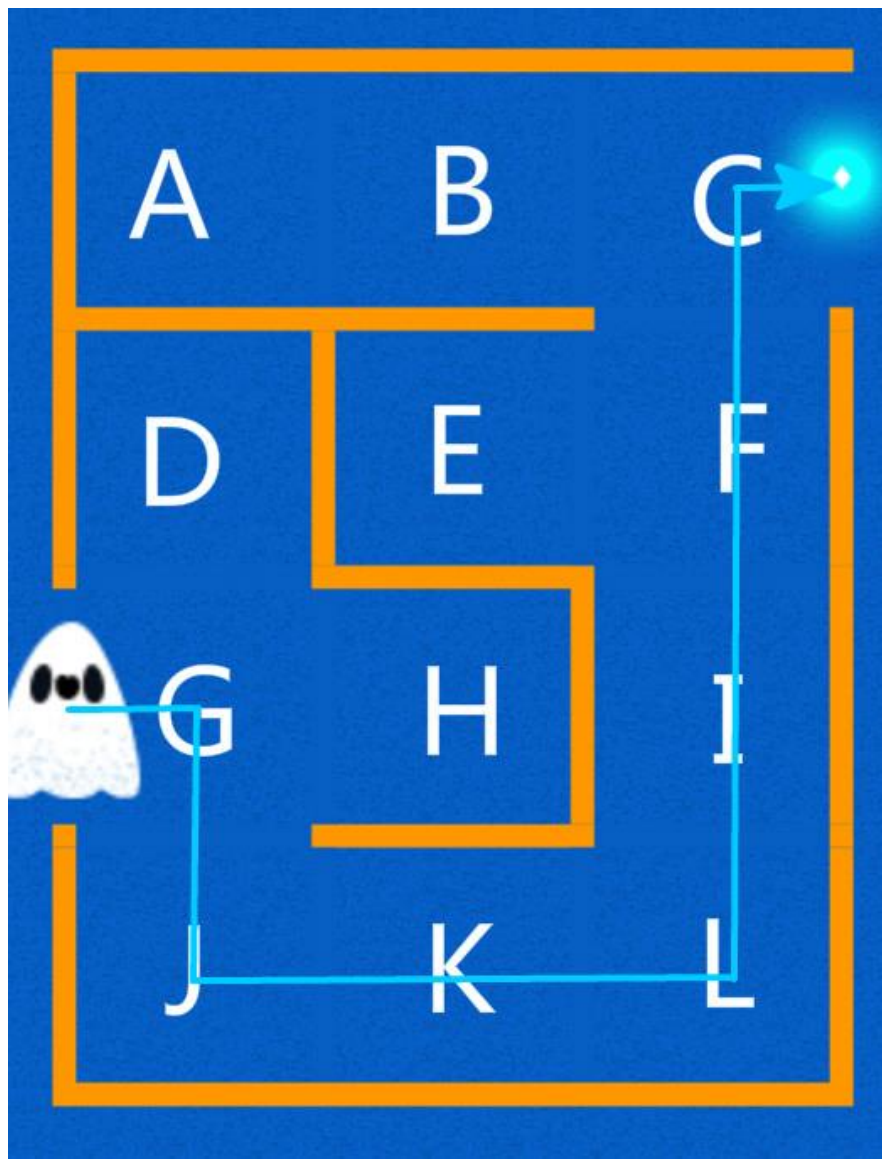
(2) G -> H

提示路线生成



(3) $G \rightarrow J \rightarrow K \rightarrow L \rightarrow I \rightarrow F \rightarrow E$

提示路线生成



(4) G->J->K->L->I->F->C ✓

常见迷宫生成三种算法：深度优先，prim，递归分割

<https://blog.csdn.net/juzihongle1/article/details/73135920>

不同算法寻找俩点之间路线最短

<http://qiao.github.io/PathFinding.js/visual/>

最佳优先搜索 (Best First Search)

最佳优先搜索算法在广度优先搜索的基础上，用启发估价函数对将要被遍历到的点进行估价，然后选择代价小的进行遍历，直到找到目标节点或者遍历完所有点，算法结束。

https://blog.csdn.net/qq_28781071/article/details/51548104

T H A N K S
FOR YOUR WATCHING