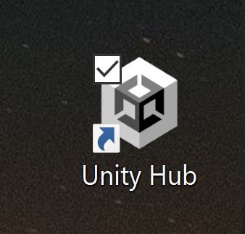
**4. MANUAL – USER INTERFACE**

Here are the steps that the user should follow to run the Unity Application:

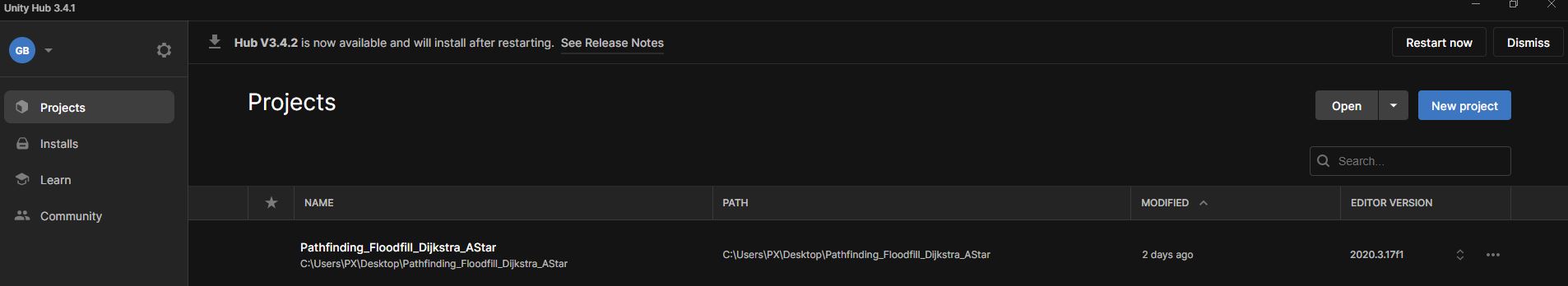
1. Download Unity Hub and Unity Editor

2. Open Unity Hub



3. Click “Add project from disk” and chose “Pathfinding\_Floodfill\_Dijkstra\_AStar” (Step 1)

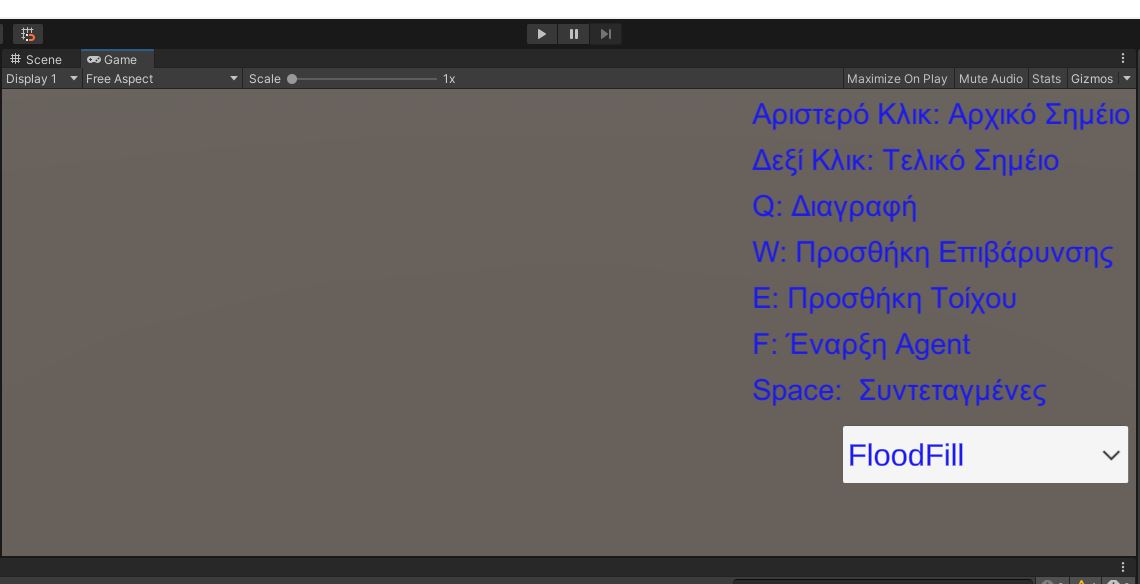
4. Open Project (Step 2)



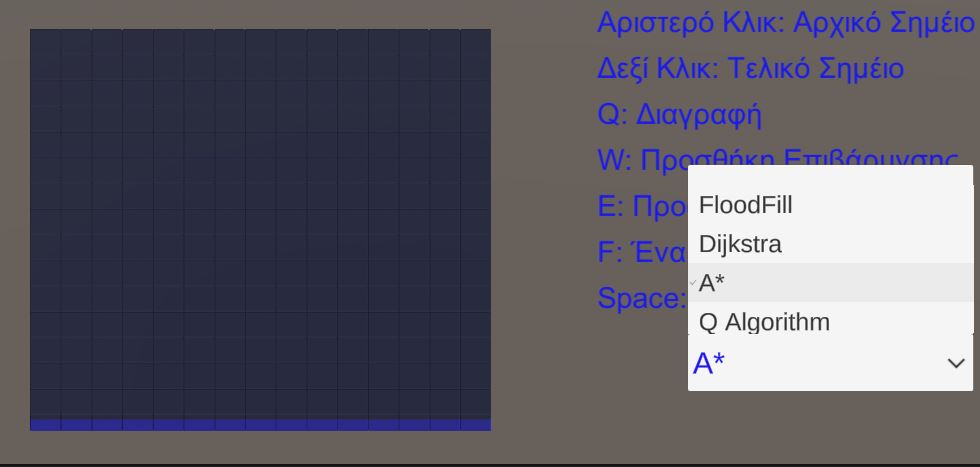
2

1

5. Click the “Play” button

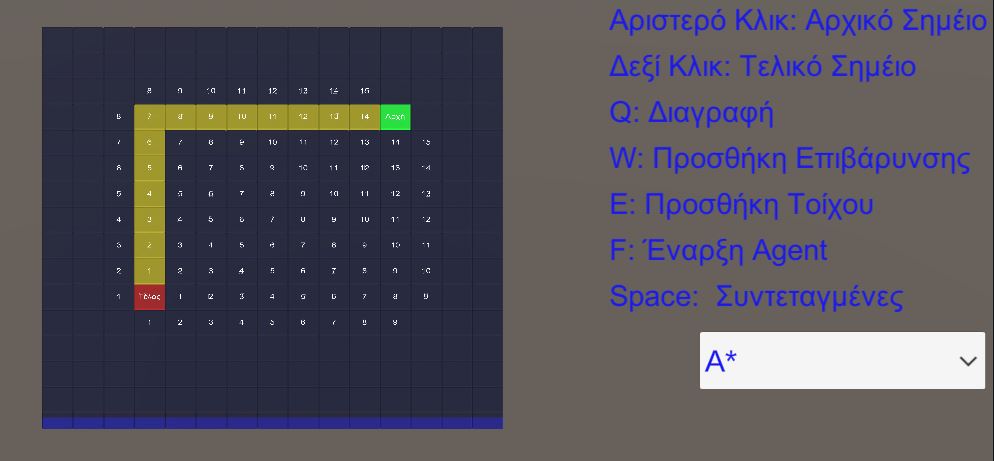


6. Select a Maze Navigation Algorithm from the Dropdown Menu

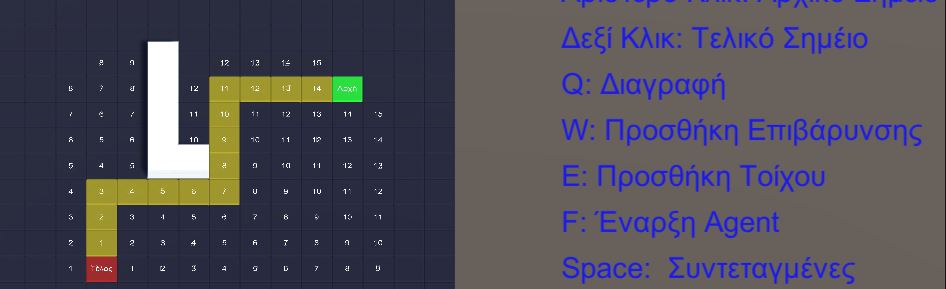


7. Set start and end point (Left Click and Right Click)



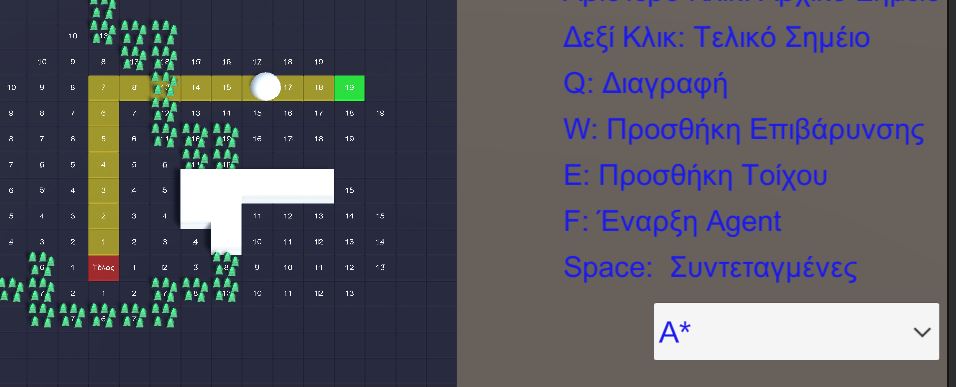


8. Set walls or costs (E and W buttons while hovering the mouse)



Cost

Walls



Cost

Walls

\*By hitting the Q Button while hovering we can delete the walls and the costs we have added.

9. Hit the F Button so that the Agent starts moving.

