Abstract

The popularity of video games in recent years has made an impact to society on what the media can do to people. But video games are not fun and games as they make it appear to be, problems persist as early as the media was created. One problem is how the AI (Artificial Intelligence) find the path from start to goal. The study is to help figure out a way to solve this problem through the enhancement of the pathfinding algorithm called HPA*. A game was developed by the researchers to identify and solve the problems found on the pathfinding algorithm and applied an enhancement on the algorithm to solve the problems. Through this process, it was found that the algorithm is still lacking the ability to find a path when encountering dynamic, and non-rectangular obstacles. This was resolved by applying navmesh for scanning the obstacles the unit may encounter. Pathfinding is important to a game because just from its performance, the player's experience from playing the game will change.