MileStone #5 reflection

This project was one of the more difficult assignments I’ve had this semester. On the surface the assignment looked simple. However I’m having trouble working with unity, and finding a way to loop through all the tiles. Dijkstra’s algorithm makes sense, but since the map uses Vector3int to track the position of each tile I can’t figure out how to manipulate the starting tile in a way to compare it to all other tiles, and find the shortest path. I find the hardest part of this semester is learning unity while working with new data structures. If this assignment was outside of unity I’m confident that I would’ve completed it without experiencing any problems. The hardest part is that since this assignment is unique to how we’re using Dijkstra’s algorithm it's hard to research. Especially since the given code only uses the the “source” or starting place inside the discoveredPath, instead of inserting all the tiles into the tilepath, and then dequeuing.

Turns out my unity files got corrupted. For some reason my version of unity didn’t agree with the given template game version. Therefore I had to mostly restart (which wasn’t much). However I got to a place I think I’m really close to having the game run, however I’m getting a error from the unity console in the Tile program file. Instead of murking around the Tile program and more than likely messing things up worse I’m going to upload what complies