Artificial Intelligence Behavior Plan

For this assignment in Artificial Intelligence, I thought of having a simple 3D game using the console to create a path finding editor so I can make an object follow a path/maze to the destination. The walls would increase in size meaning either that is a wall (size > 0) or a walkable (size == 0). I would have a simple editor to just increase the size of the walls and be able to place the star and end nodes on the grid. After you finish editing, you press a key to run that grid in 3d space.

