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CSCI4070 Project 3

## Grading

Begin Default Map (3 defaults) –	map1.txt, map2.txt, and map3.txt are in the maps directory of my project
Final Values $F(x)$ , $H(x)$ and $G(x)$ -	I do not display these values
Final Path Drawn -	The final path is drawn in a dark yellow for easy visibility
Final length and #steps displayed -	Displays at the bottom of the right hand tool bar after simulator finds the target
Efficiency Ssmooth Animation -	Looks smooth to me
Control Speed of Animation -	There is a range input that controls the speed of the animation(0-100).
At Least size of 500 cells -	The max number of cells I chose to implement was 1024 with a 32X32 grid
Configurable Objects -	Users can modify the grid and turn any node into an obstacle
Configurable Goal -	Users can add the goal anywhere they choose on the grid, they may also move it several times prior to running the simulator
Configurable Start -	Users can add the starting node anywhere they choose on the grid, they may also move it several times prior to running the simulator
Stepped Speed -	The animation can be stepped through with the range input set to 0
Report -	Got it
Quality -	I tried real hard
Grading.txt -	You're reading it
3 tests for correctness -	Should be good
Readme -	Included
Demo -	Coming up...
Game like look -	I was not able to implement the look I was going for, as I could not get it to function correctly

Embellishments -

Comp to Dijkstra

Comp to Best First

Diff Heuristics (Euclidean, Diagonal)

Large Enviroment (max 32x32 grid)

Other -

It looks pretty decent.