

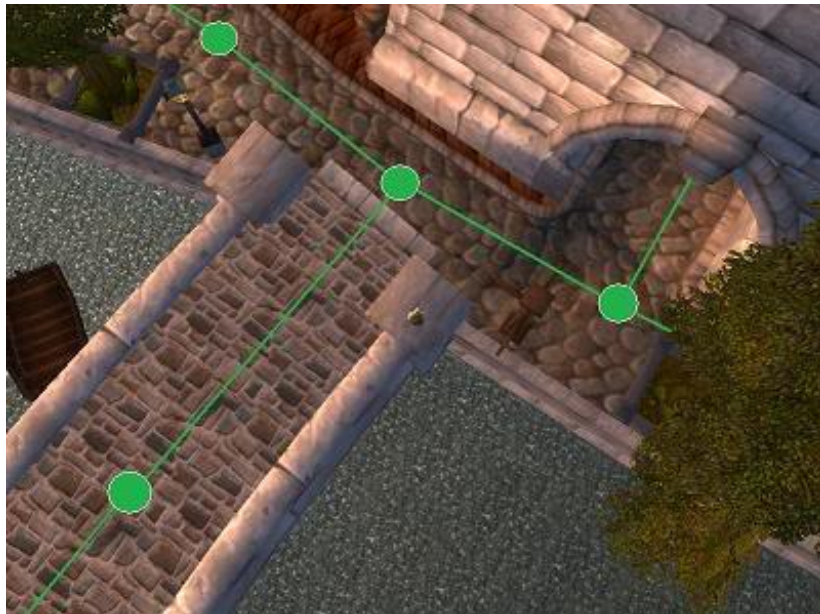
Notes on Graphs

CSCI 321

WWU

May 13, 2015

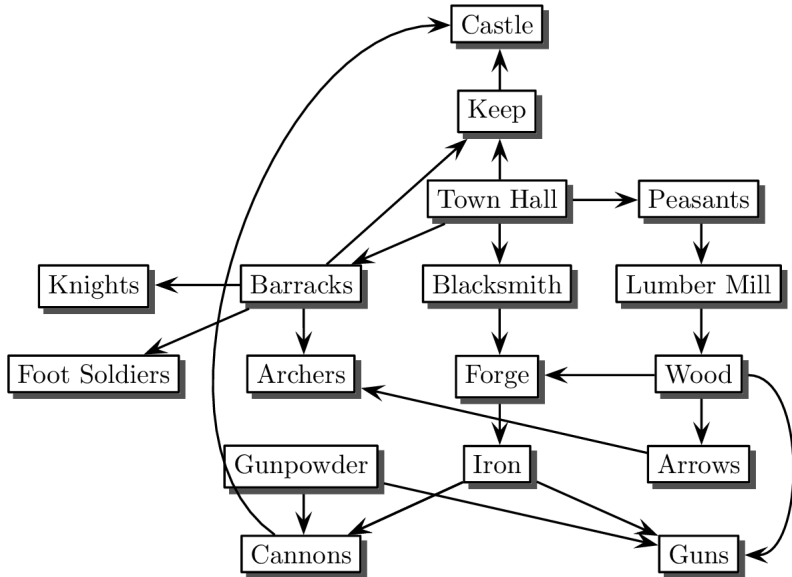
Navigation Graphs



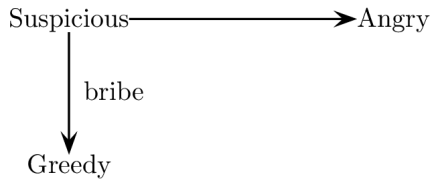
Tile Based Games



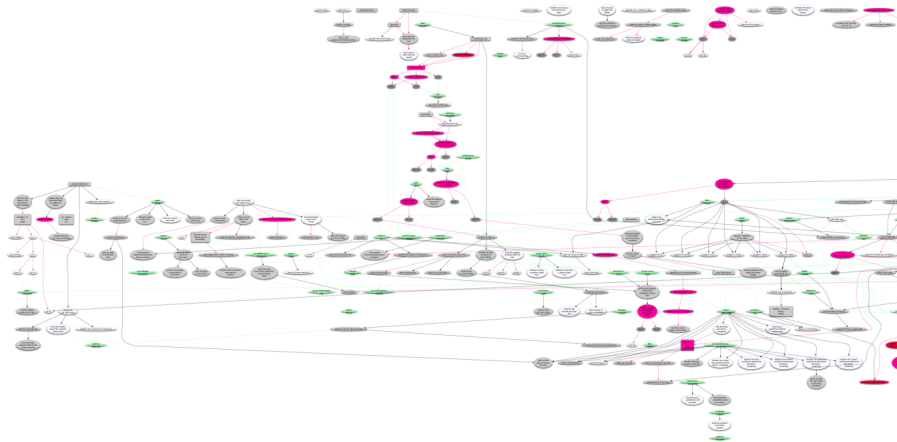
Dependency Graphs



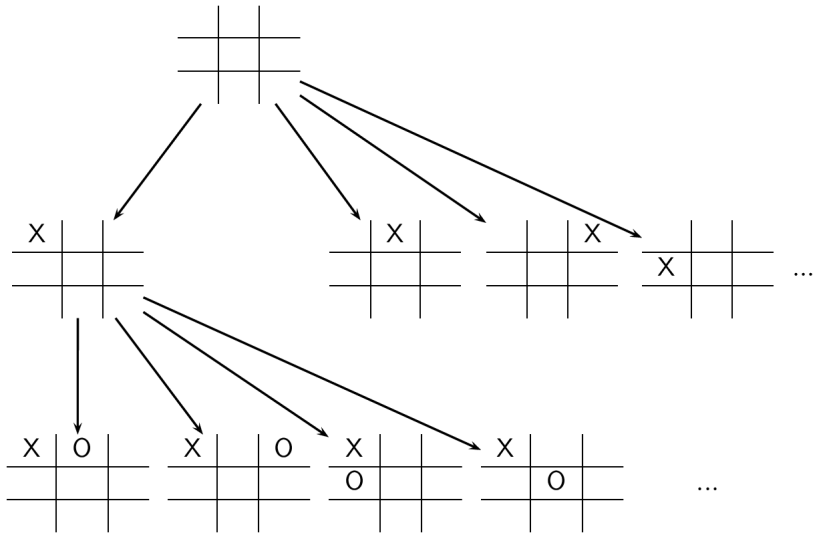
Mental Mazes



Large Mental Mazes



State Graphs



Search

- Uninformed search:
 - Depth first search
 - Breadth first search
 - Iterative deepening
- Informed search:
 - Uniform cost (Dijkstra's)
 - Greedy
 - A^* (A-star)

Resources

- <http://aima.cs.berkeley.edu/>
- <http://www.barnesandnoble.com/w/introduction-to-game-development-second-edition-steve-rabin-1101415043?ean=9781584506799>