Pathfinder

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* Pathfinder Project Structure
  + Main.cpp
    - Takes a command line argument, creates a map, then runs the corresponding search
    - If argument is not valid, return instruction
  + MapTile.cpp
    - Constructor – Creates a tile on the map based on the character in the map text file
    - Each tile contains an x-coordinate, y-coordinate, tile type, tile cost, and Boolean passable value
    - Each tile also contains the four neighboring tiles and their information
  + Map.cpp
    - Constructor – Builds a Map
      * A Map is basically a 2D vector of MapTiles
      * See MapTile for further description
    - The map is used to create paths based on the search selected
    - Besides the constructor and a few getters and setters to set the bounds of the map, the majority of code is search algorithms