Assignment 2 Write Up
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This write up includes a brief overview of the instructions, special features, and Fill screen shots of my project

Instructions and Special Features

Use the Pathfinder game object in the main scene to set parameters:

- Normal (grid) nodes or PoV node path finding
- Set the StartFlag and GoalFlag gameobjects' locations in the scene to set where the path starts and ends from
- The "Using Euclidean Heristic" to set the heuristic accordingly
  - FALSE to use the null heuristic
  - TRUE to use the Euclidean
- The max iterations to avoid infinite loop bugs
- **EXTRA FEATURE: Lower or increase the iterations per frame to achieve slower or faster animation of the path**. Choosing 1 will force only 1 iteration of the pathfinding algo per frame; choosing 1000 will probably not animate it very smoothly
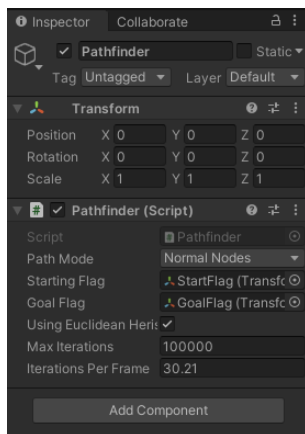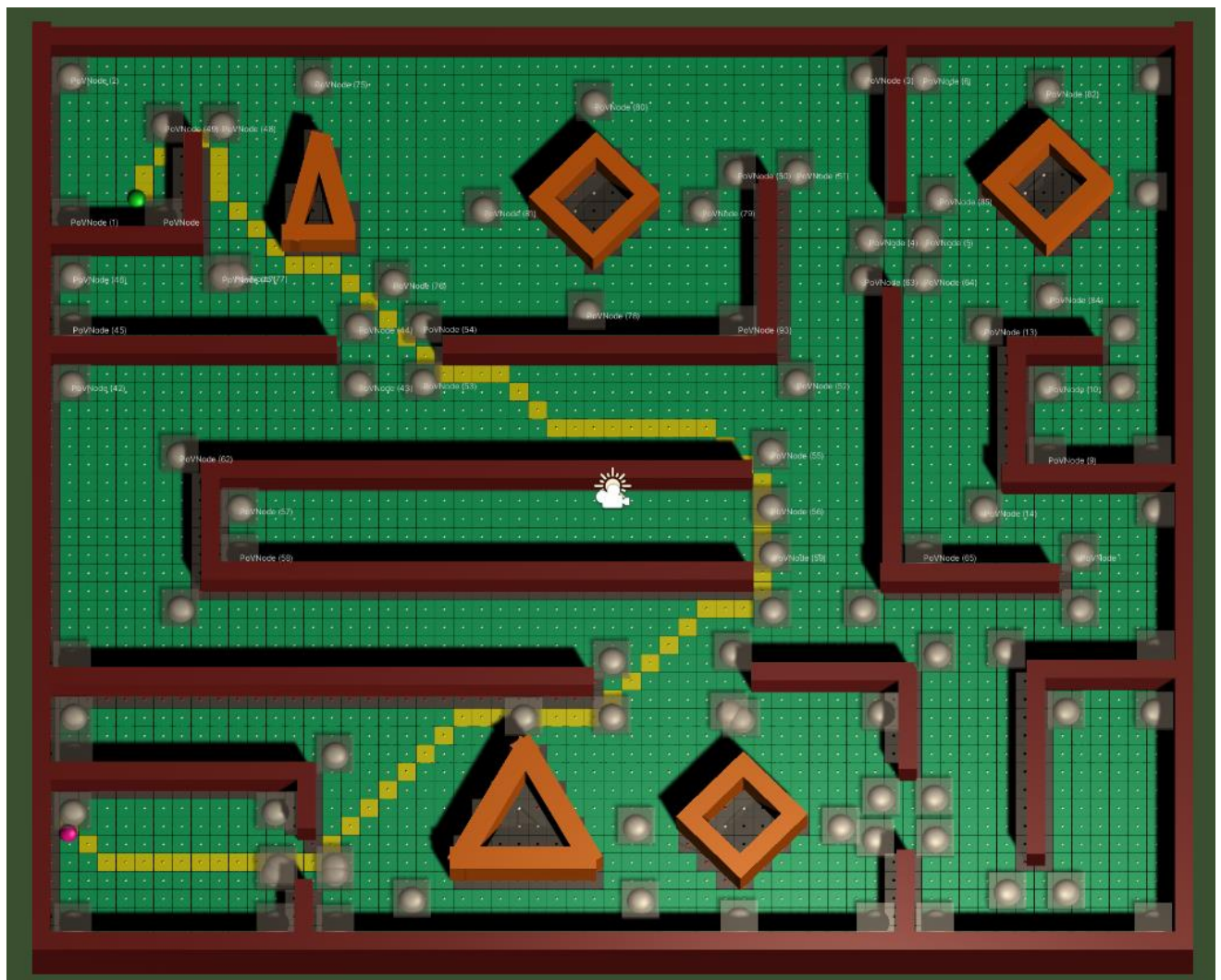

Note that there is no player in the scene, and that I have not implemented clusters.

Included in this write up are four screen shots representing the null and Euclidean distance fills for normal grid and PoV node pathfinding.

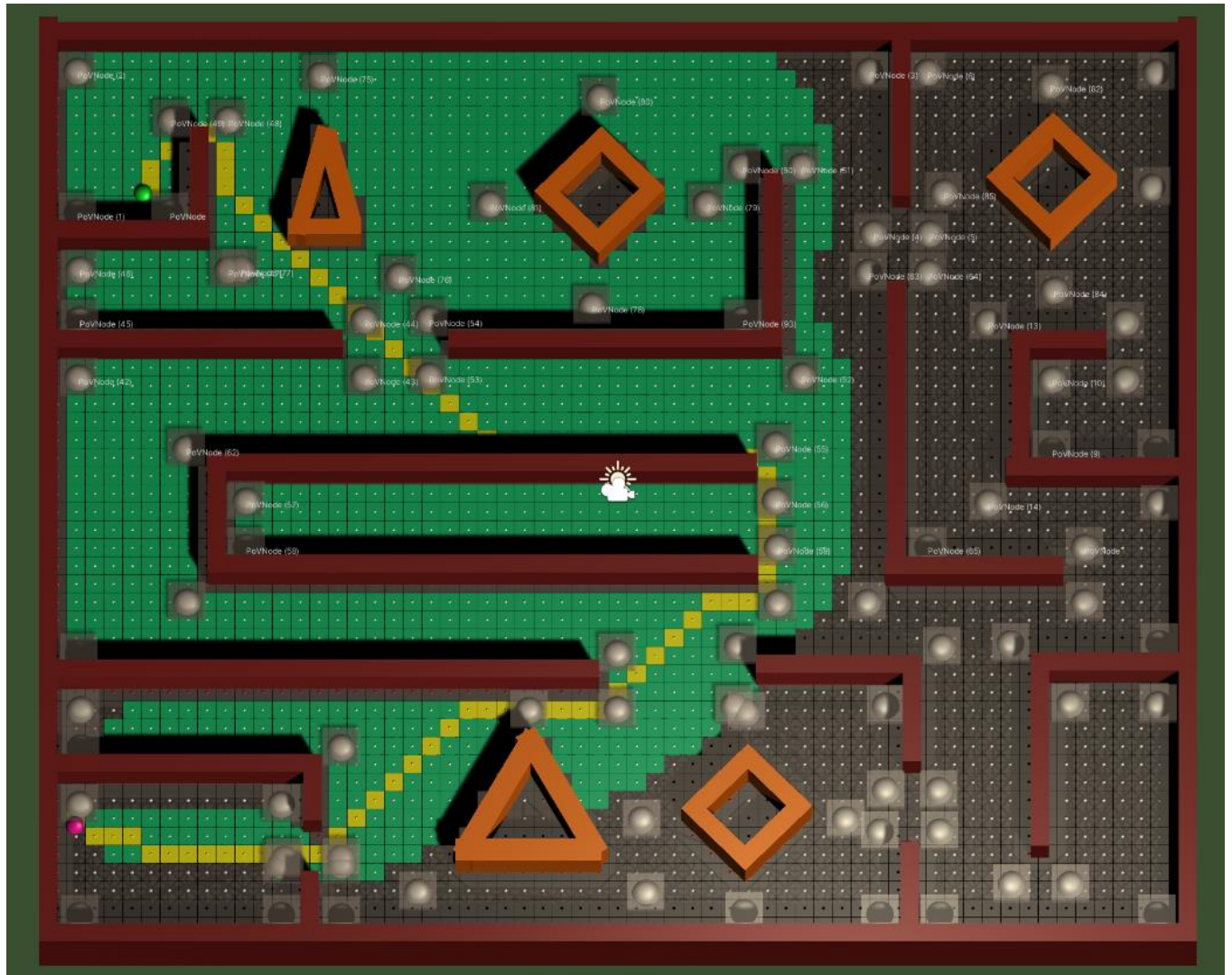# Basic Grid nodes: Null heuristic fill
Green: visited notes
Yellow: shortest path found

Basic Grid nodes: Euclidean distance heuristic fill
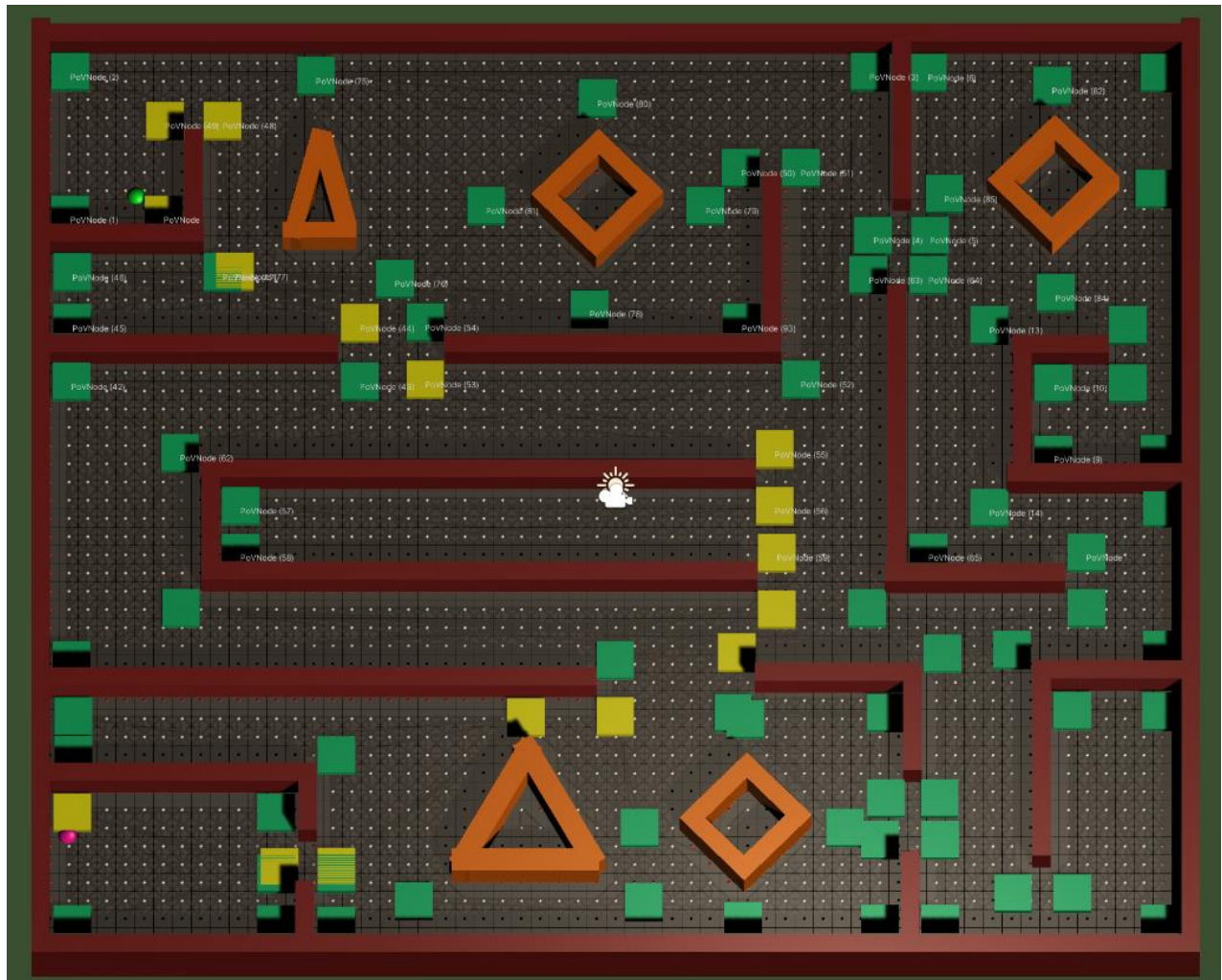Green: visited notes
Yellow: shortest path found

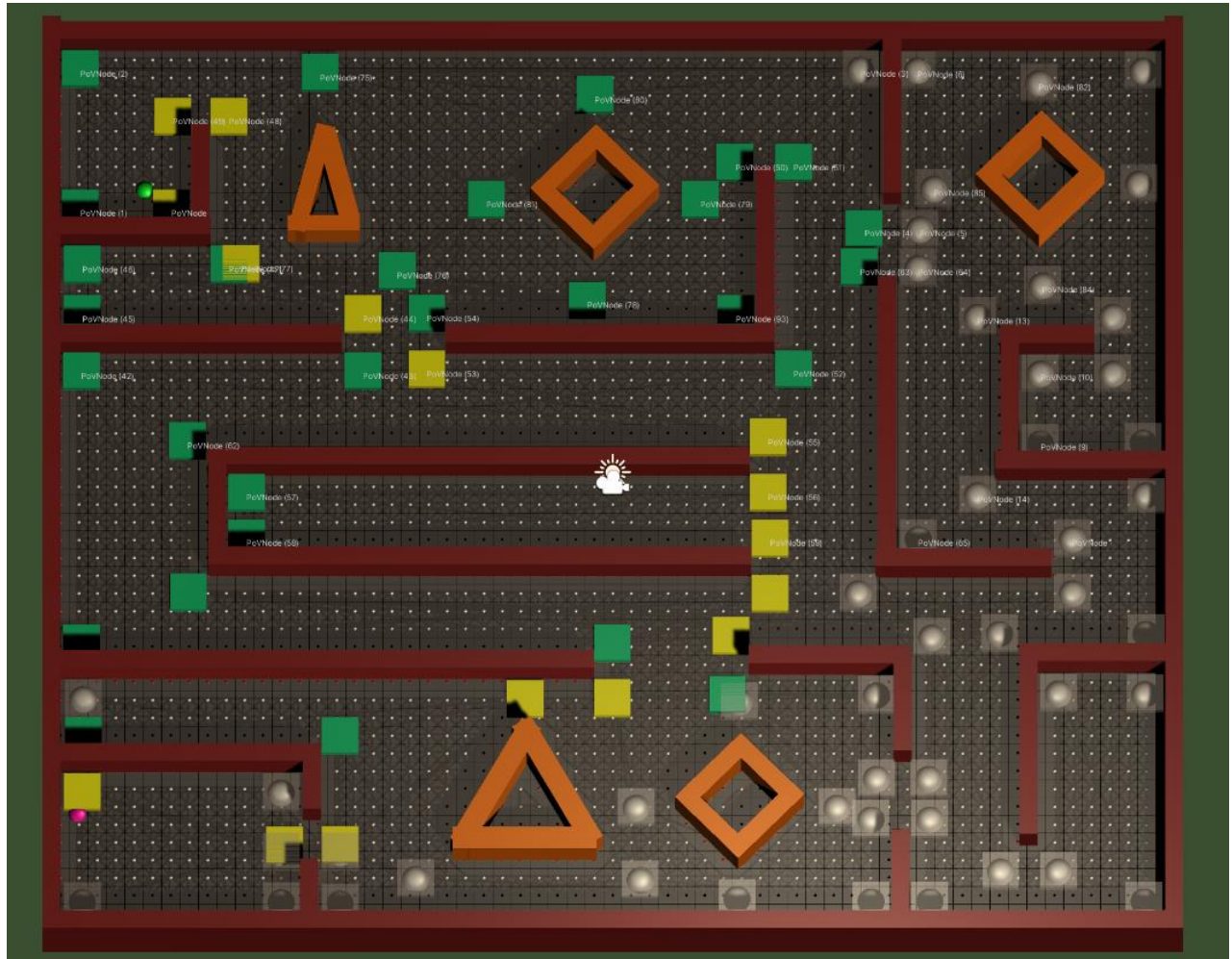PoV nodes: Null heuristic fill
Green: visited notes
Yellow: shortest path found

PoV nodes: Euclidean distance heuristic fill
Green: visited notes
Yellow: shortest path found

End of write up!