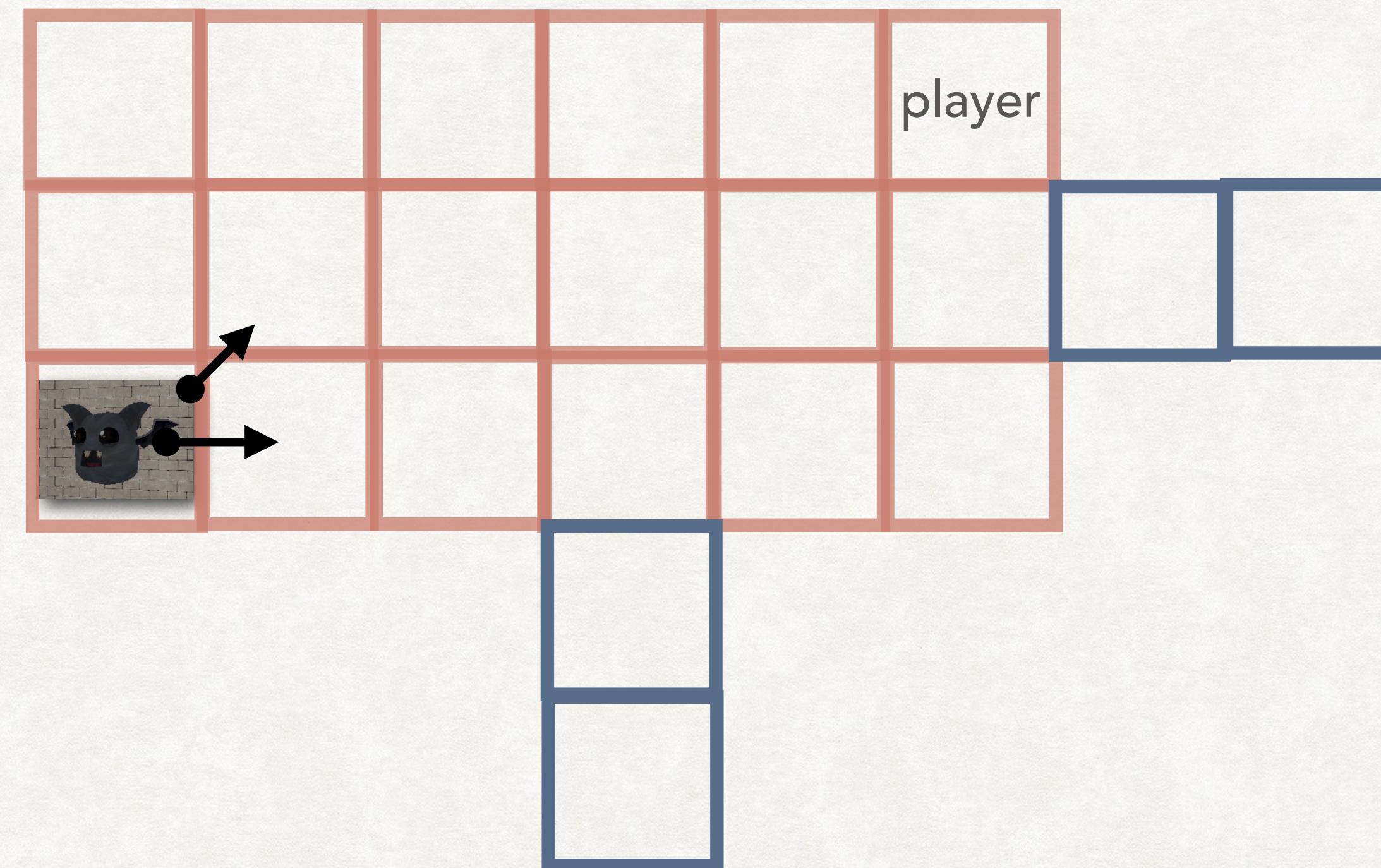


# ASSIGNMENT 4

# PATH FINDING

You can use straight line path finding.

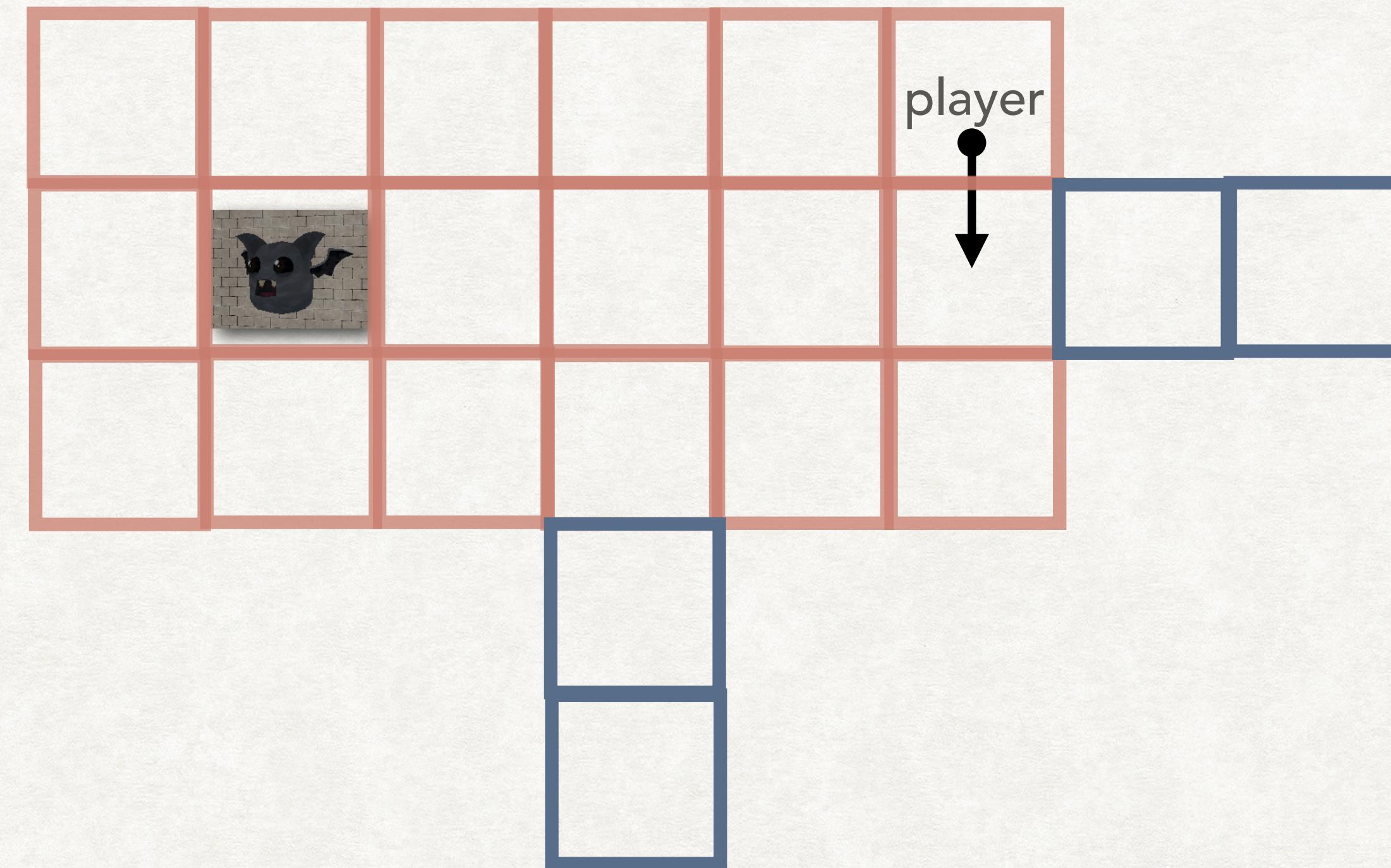
On its turn the mob will move towards the player in a straight line. The mob can move diagonally if you wish.



# PATH FINDING

You can use straight line path finding.

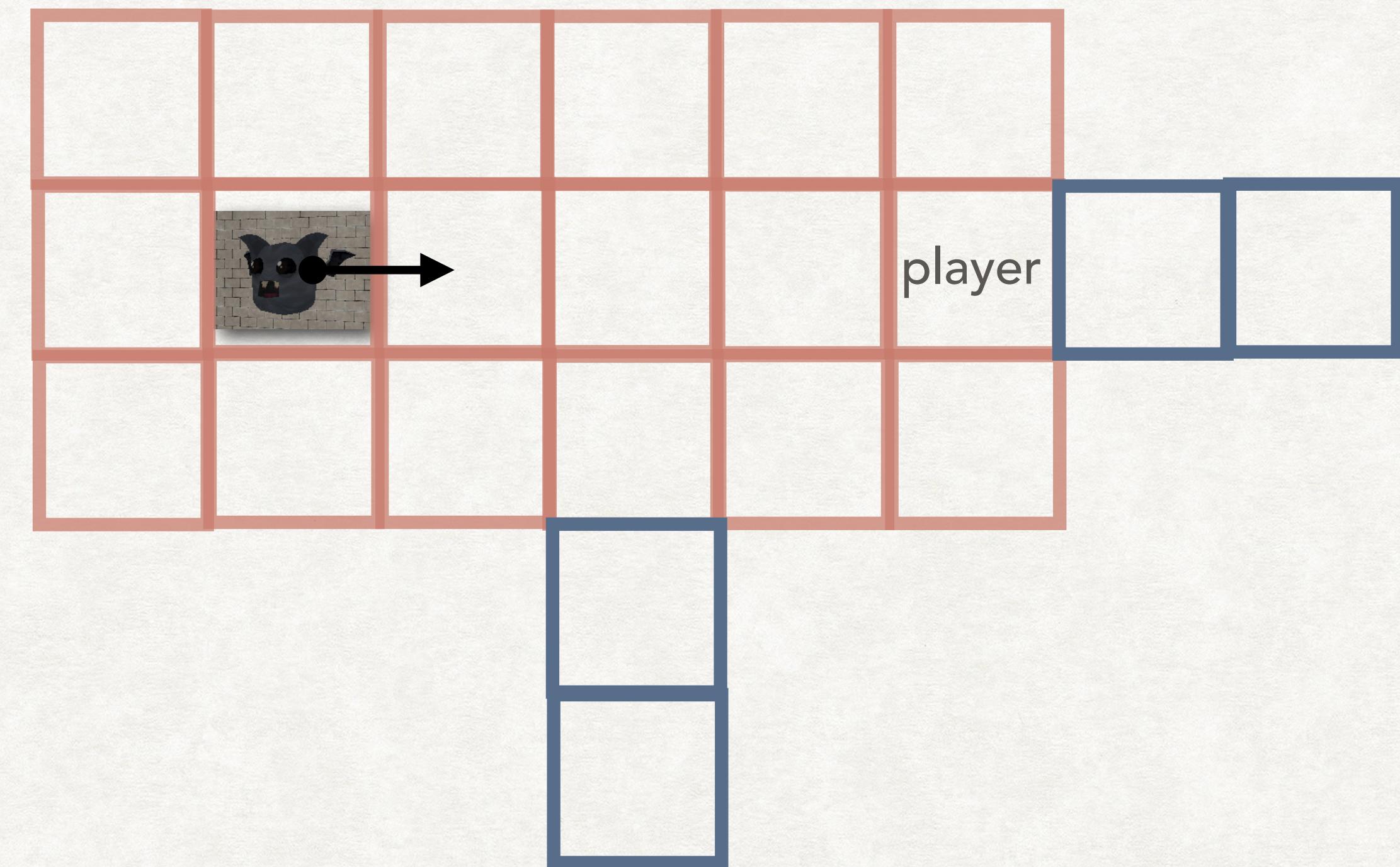
The player can move wherever they wish on their turn.



# PATH FINDING

You can use straight line path finding.

On the mobs next turn they will take another step towards the player.

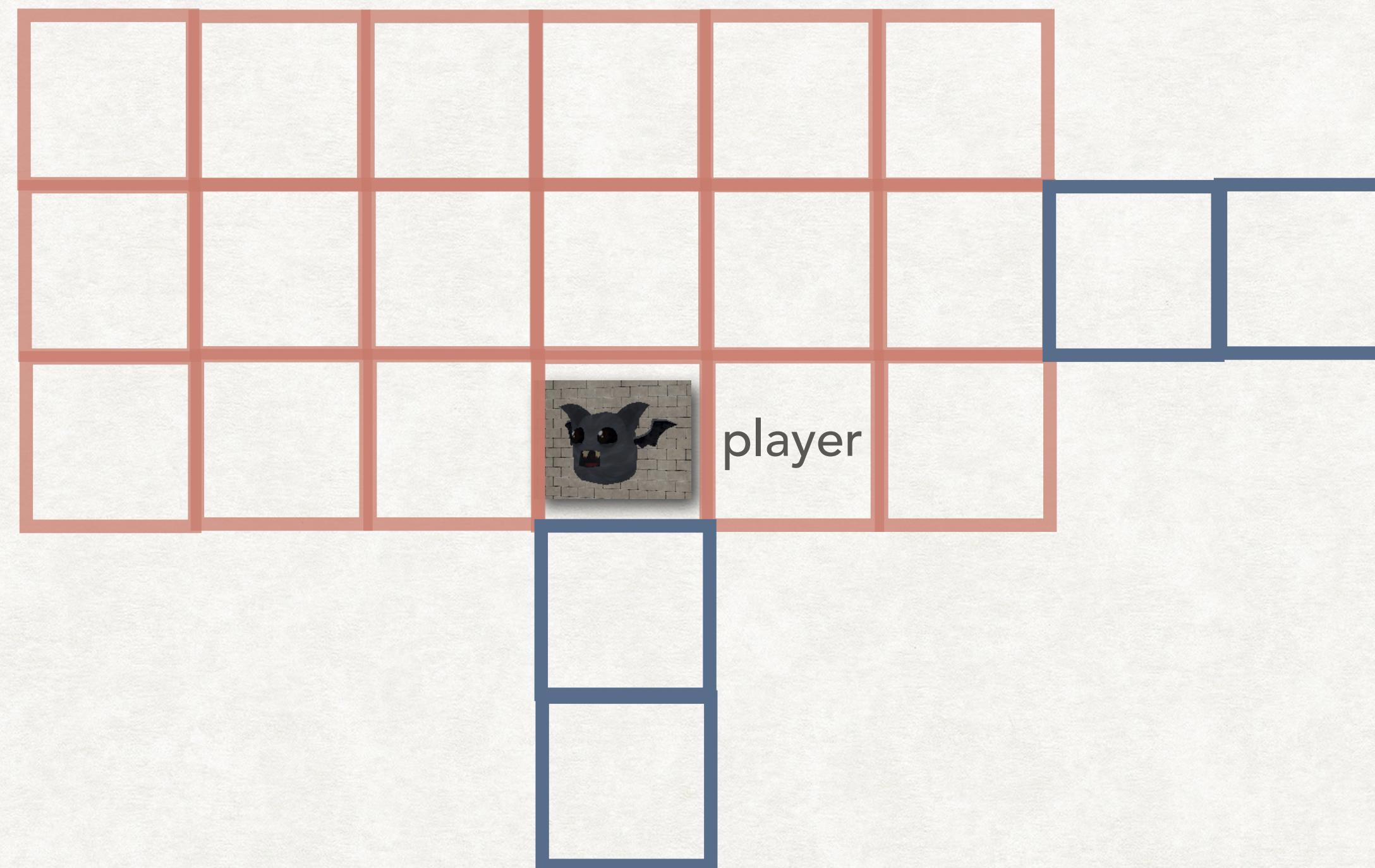


# PATH FINDING

You can use straight line path finding.

Eventually the mob will catch up to the player and will be in an adjacent square. When this happens the player cannot get away from the mob. After each step the player takes the mob will follow them.

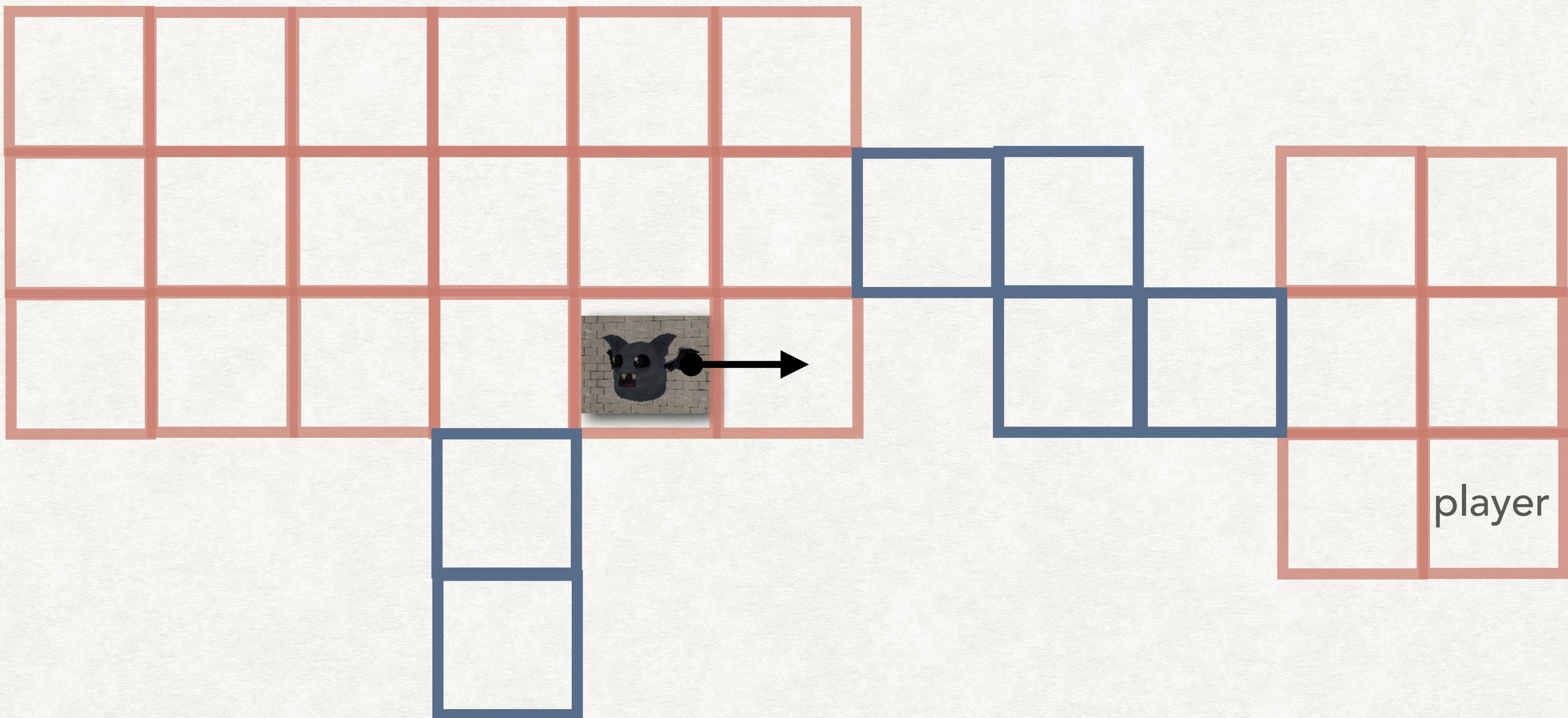
The only way for the player to stop a mob from following them is to defeat the mob or to leave the level.



# PATH FINDING

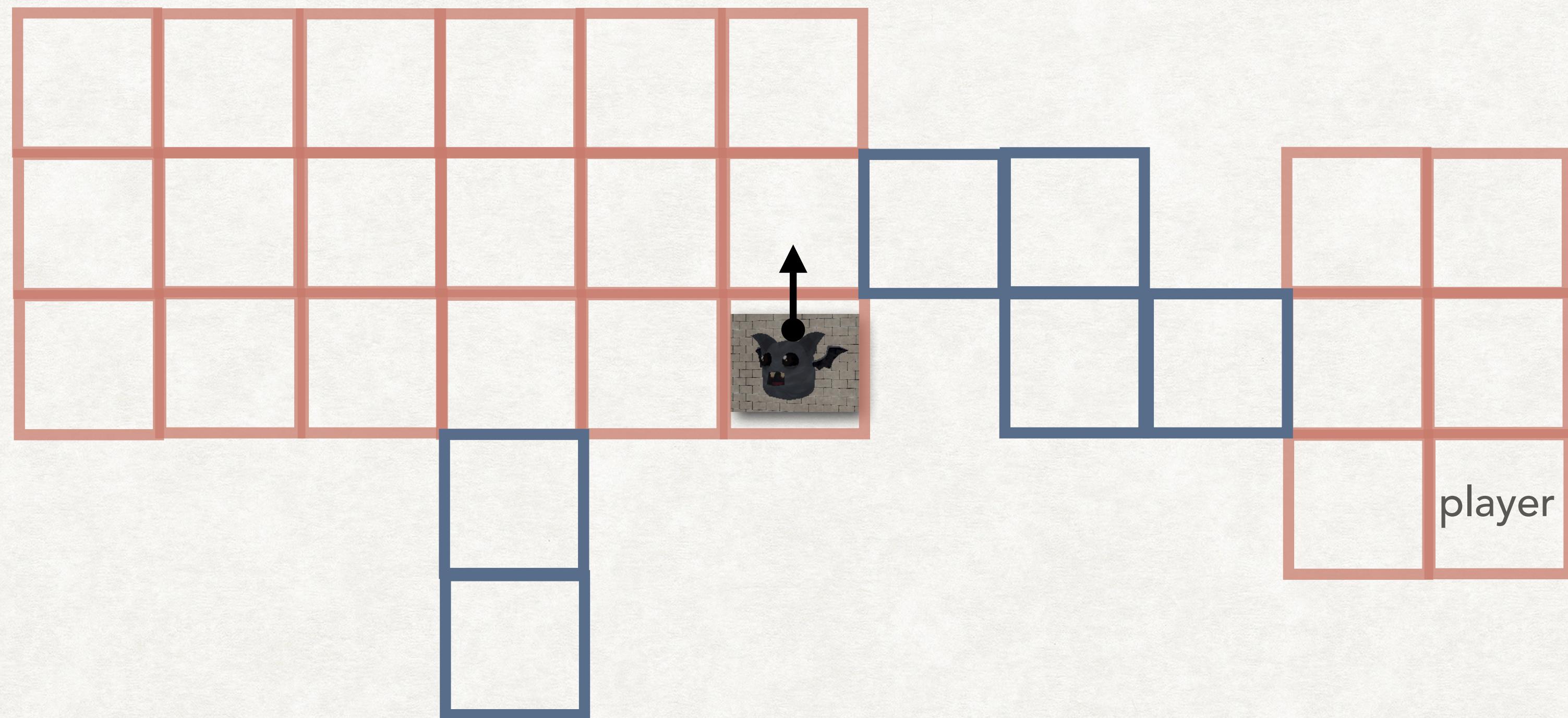
Use the same movement strategy if the player and mob are in different rooms.

The mob will move towards the player, one step per turn.



# PATH FINDING

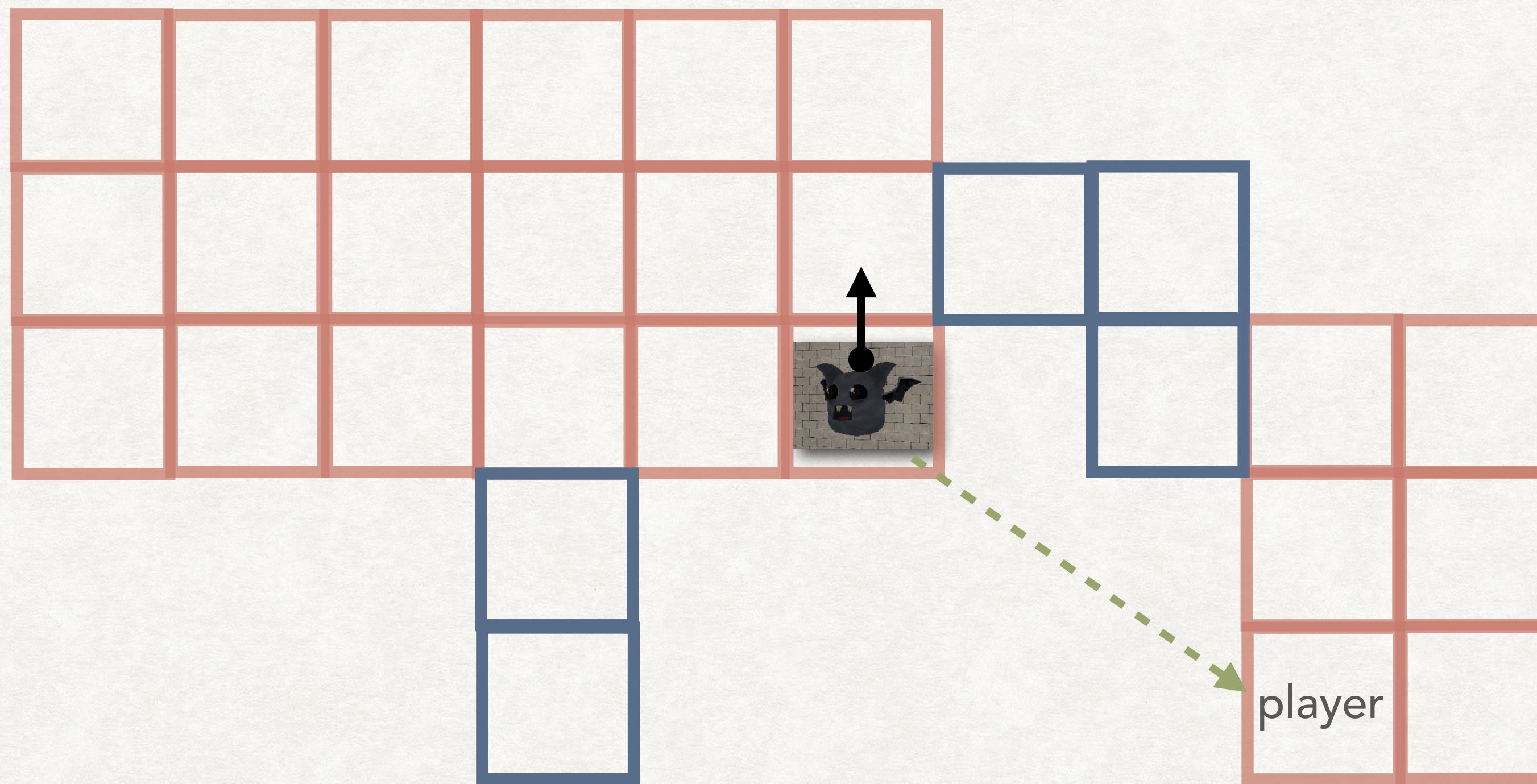
If the mob runs into a wall  
then they should move  
towards the door that moves  
in the direction they wish to  
move.



# PATH FINDING

If it isn't clear which door will lead in the direction of the player then pick either one.

In this case the player is equally to the side and below the mob so pick the nearest door and move towards it. All the rooms are connected to their neighbours with paths so the mob will eventually find the player.



# PATH FINDING

You can use a more complex path finding algorithm if you wish but it isn't required.

