AI_Robot

App

Board :Square[][]
Players :Player[]

SetUpBoard ()
PlaceWalls ()
PlaceTarget ()
ResetBoard ()
OccupiedSquares ()
DetermineRobot ()

Player

Name :string
Id :int

executeMove ()
computeMoves ()

AiPlayer

HumanPlayer

BFS

A*

DFS

Square

occupant :Robot
hasWallSouth :boolean
hasWallWest :boolean
hasWallNorth :boolean
hasWallEast :boolean
hasTarget :int

0: no
1: green
...

Robot

Colour :string
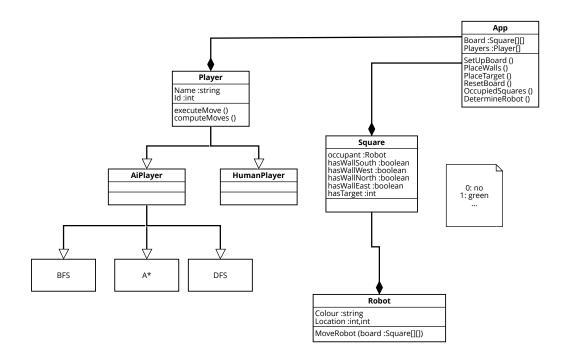Location :int,int

MoveRobot (board :Square[][])

Draw

DrawBoardgameEdge ()
DrawBoardgame ()
DrawWalls ()
DrawRobots ()
DrawTarget ()