How to implement Pathfinding

AI assignment #2

GeorgeBrown College

Game - Programming

Artificial Intelligence

Alexander Richard

101198653

Jeongyeon Hong

101203253

Juan De Gouveia

1. What is Pathfinding?

"Artificia

1. How to implement Pathfinding
2. Adds Debug View

According to the

1. Adds Starting Tile and Goal Tile

Originally Seeking,

1. Adds Finding and Display the Shortest Path

The logics of

1. Adds Move Actor along Shortest Path

The logics

1. In the result

Through this assignment, it is possible to learn about the four basic patterns of AI and see how each code works.