# Computer Game AI assignment report – B00287064

## Bibliography

<http://stackoverflow.com/questions/17016175/c-unordered-map-using-a-custom-class-type-as-the-key> <- hashing for custom struct – using custom struct as key in unordered\_map

<http://stackoverflow.com/questions/9005256/how-to-include-hash-with-ext-tr1-or-gnu-cxx-in-xcode-c> <-include functional

<http://www.cplusplus.com/forum/general/184889/> <- reading from file

<http://stackoverflow.com/questions/11719538/how-to-use-stringstream-to-separate-comma-separated-strings> <- get line delimiter

<http://stackoverflow.com/questions/7623650/resetting-a-stringstream> <-resetting string stream

<http://en.cppreference.com/w/cpp/container/unordered_map/insert> <-insertion for unordered\_map

<http://en.cppreference.com/w/cpp/container/priority_queue> <-priority queue

[https://en.wikipedia.org/wiki/A\*\_search\_algorithm](https://en.wikipedia.org/wiki/A*_search_algorithm) <-don’t use in actual report

<http://www.redblobgames.com/pathfinding/a-star/introduction.html> <- a\* pseudocode