# 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

<http://www.cplusplus.com/reference/queue/priority_queue/> <-more 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

<http://stackoverflow.com/questions/22880431/iterate-through-unordered-map-c> <- iterating through unordered\_map

<http://stackoverflow.com/questions/1939953/how-to-find-if-a-given-key-exists-in-a-c-stdmap> <- map.count

<https://support.microsoft.com/en-us/help/837697/how-to-use-the-stl-priority-queue-class-with-a-custom-type> <- priority queue with custom class

<http://www.learncpp.com/cpp-tutorial/96-overloading-the-comparison-operators/> <- overloading comparison operators

[http://www.cplusplus.com/reference/unordered\_map/unordered\_map/operator[]/](http://www.cplusplus.com/reference/unordered_map/unordered_map/operator%5b%5d/) <- unordered\_map [] operators

<http://stackoverflow.com/questions/9648100/using-own-comparator-operator-for-map-giving-error-in-case-if-key-not-found> <- comparison operators - strict weak ordering

<http://www.learncpp.com/cpp-tutorial/96-overloading-the-comparison-operators/> <- friend keyword for operator overloading

<http://www.cplusplus.com/reference/cmath/hypot/> <- hypot

<https://github.com/SebLague/Pathfinding/blob/master/Episode%2003%20-%20astar/Assets/Scripts/Pathfinding.cs> <- c# a\*

<http://stackoverflow.com/questions/7542027/how-do-i-override-some-functions-in-the-queue-stl-object> <- idea for making frontier class

red blob code