University of Missouri, Columbia.

**PATH FINDING PROBLEM**

PROGRESS REPORT ON GRADUATE STUDENTS PROJECT

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**Problem:**

We are planning to solve general Path Finding problems. We will attempt to find the shortest path on a grid from a given square A to destination B using:

* A\* search algorithm
* Uninformed search algorithms

We will make use of Manhattan distance heuristics for the informed search.

There will be obstacles between A and B, and our implementation would show graphically how the algorithm manage to reach the destination, which in turn would visually demonstrate the actual performance of algorithms in real world problems.

**Approach:**

We are planning to use Java as our platform.

As a result, we hope to build something that looks similar to our model here: <http://qiao.github.io/PathFinding.js/visual/>