# Algoritmes

Grid algorithms (pdf powerpoint)

http://users.eecs.northwestern.edu/~haizhou/357/lec6.pdf

Fringe search (supposedly) beats A\* at grid pathfinding

https://en.wikipedia.org/wiki/Fringe\_search

# Optimizations

Grid pathfinding optimizations

http://www.redblobgames.com/pathfinding/grids/algorithms.html