

CS 225 Final Project Goals

Our project group will be creating a graph using the shortest-path matrix returned using the Floyd-Warshall algorithm, which is one of the algorithms we have covered in lecture. We will then traverse through this graph using the depth first search algorithm. However, a downside to this algorithm is that it often takes a lot of space in memory, so to optimize this process we will also be using the iterative deepening depth first search algorithm which is one of the listed complex/uncovered algorithms. Using these various algorithms, we plan on creating a “Wikispeedia” game where users, through the terminal, can choose different hyperlinks from a start Wikipedia page and try to reach a target Wikipedia page. After the user reaches the target, we will then compare their solution to the most optimal path using the various algorithms we have mentioned.

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