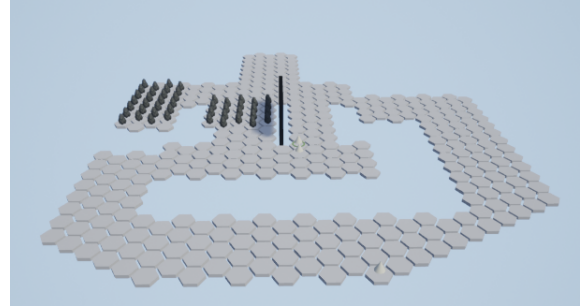
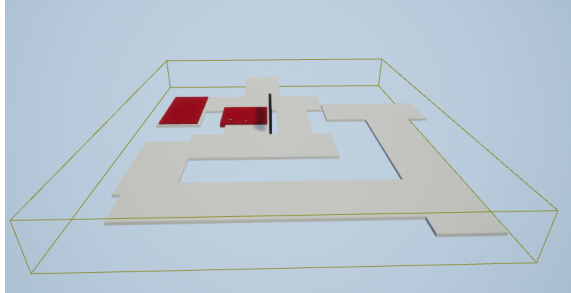


A* Pathfinding System

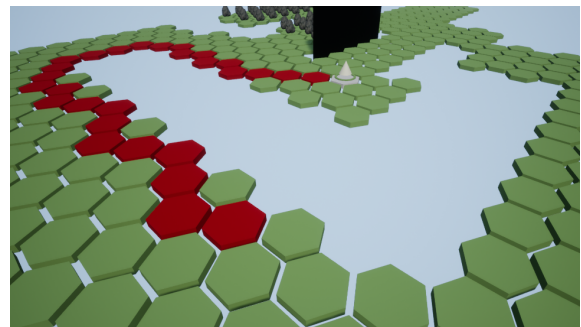
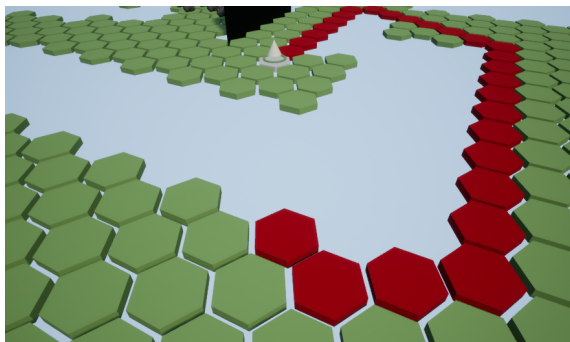
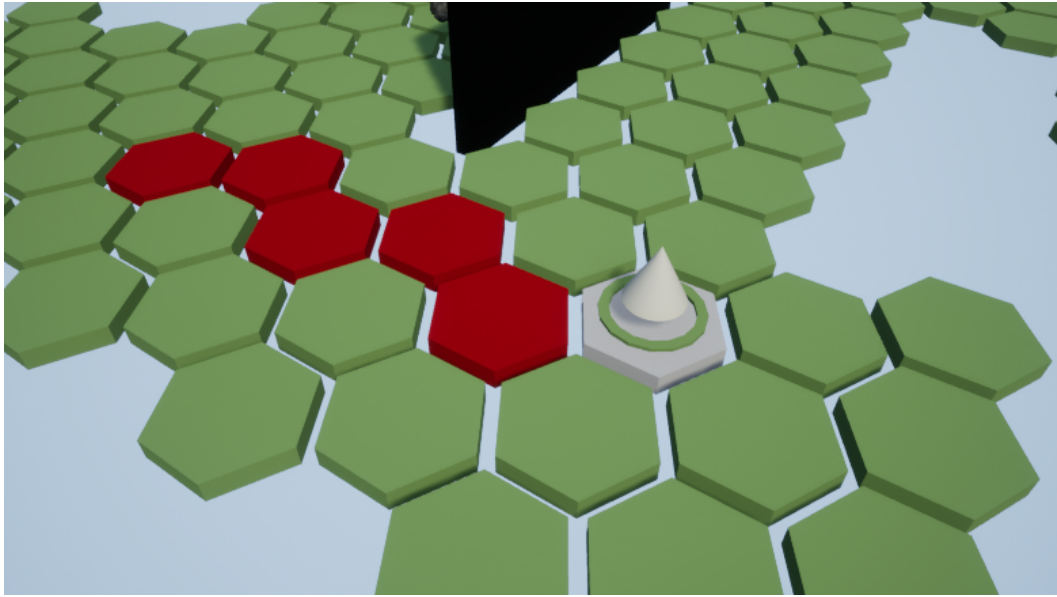
This pathfinding design allows a character to navigate a map built on the Hexagon Map system.



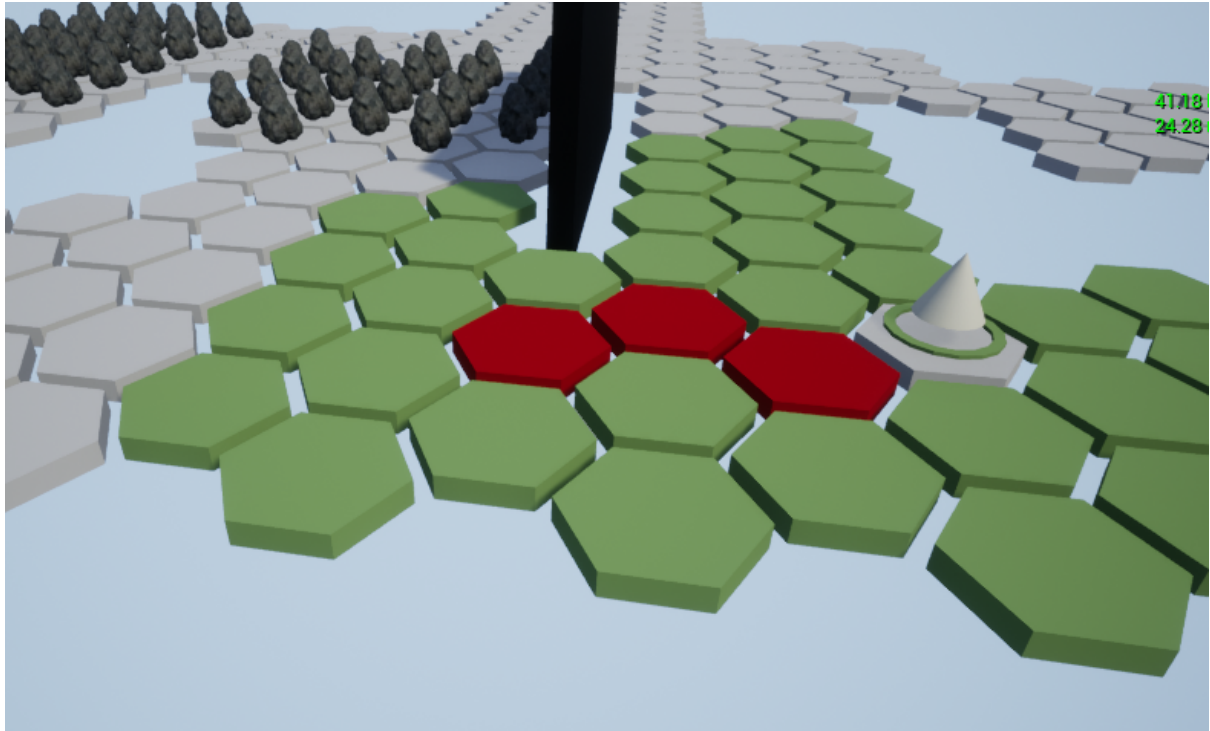
Designed using overlap blocks on left, and then in-game map on right.

When a character (in this, the cone) goes to move, all hexagons that it can move to are highlighted in green. The character current hexagon is taken as the beginning of the path, and any hex that it can travel to is highlighted in green.

The hexagon that the mouse is currently over is taken as the final destination, and the path to that hex is highlighted in red.



The amount of hexagons that a character can move is variable.



Code

