CORE:

1. **Understand A* Path Finding tutorial:**
    a. **Youtube: https://www.youtube.com/watch?v=JtiK0DOeI4A**
    b. **My code:**
2. **Change this code to support RTA* by simply replacing the algorithm function's A* code with to RTA* code.**
3. **Set accordingly and make it work as before!!**
4. **Add moving obstacles functionality by:**
    a. **Replacing add "static obstacle" code to "dynamic obstacle" code.**
    b. **Setting things up so that a set of random tiles are assigned to each moving obstacle whenever a user adds a new obstacle. [user won't be able to assign tiles for obstacle, he can specify the location for it though as he clicks!]**
    c. **Set boundary problems such that the moving obstacles don't hit or go in walls!**
    d. **[let some static obstacle code reside to be used in BONUS reqs]**
    e. **[user clicks to add obstacle functionality already implemented - as part of BONUS part]**
5. **Make robot and obstacle animations and user input easier to understand and use!**

BONUS:

1. **[Easy user interaction] simply add UI buttons or anything for making things easy to do for users, etc.**
2. **[Switch button for static/dynamic] first, the user should be able to place both types of obstacles(static/dynamic) and can choose type by this switch button.**
3. **[Beautify things up] by just changing grid style, robot sprite, robot animation, obstacle sprite, boundaries, path representation, source/destination representations, etc.**
4. **[Implement an actual robot] with RTA* [EASY] which can work with moving obstacles as well if placed!! [So, it is as easy as it was before for A* algorithm]**