

Path Finder

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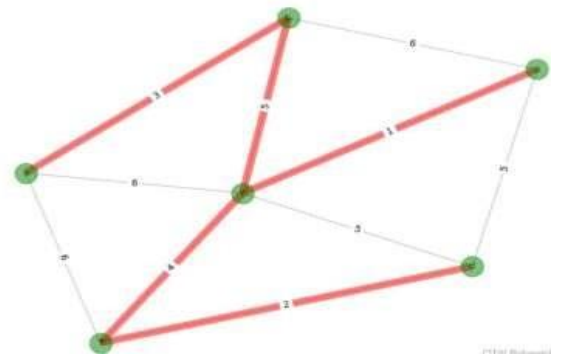
Guided By : Prof. Foram Rajdev



Project Abstract

➤ About Project:

We are making Game where player will find the shortest distance path. This game will be attractive by the animation which we are going to use. On the back, the concept of DIJKSTRA'S algorithm for minimum spanning tree will be used. To get the shortest path. Java will be used as resource language. There will be three levels of the game. Easy, Medium, Hard. Each Part Has 20 Levels. In This Level There Are Different Different graph and we can find shortest path for each level.



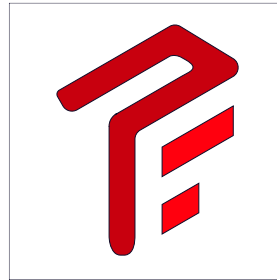
➤ Application:

- This Game Is Use In Learning Purpose.
- This Concept is use in Bus Transportation, Travelling Root Management Purpose.
- In Travelling After use this Concept We can Save Our Time As well As money.

➤ Software:

- Android Studio
- Adobe illustrator

➤ Application Logo:



➤ Screen Shots :

