Title: A* Search Algorithm: NPC in Games looking for Obstacles and Goals.

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Problem Statement:

Using A* Search Algorithm, Non-Playable Characters in a Video Game named Pacman will be looking for goal objects on the screen and try to reach them by avoiding the obstacles in the way. The driving algorithm will be A* Search Algorithm.

Problem Description:

There is a game called Pacman, in which certain Non-Playable Characters try to catch the Playable or Hero Character of the game also avoiding obstacles in the way like walls. Using highly optimized and Heuristic based A* Search Algorithm the target will be achieved also the real-world applications will be shown like finding shortest path in map applications and delivery services.