In the field of AI, calculating the best route from one point to another “path finding”, has become a common problem. However in a dynamic environment where the obstacles are moving frequently, traditional path finding becomes impractical.  
**"Agneepath"** is an algorithm able to respond to changes in the environment, modifying or replacing the agent’s current path in a timely fashion.

**Implementations of the “Agneepath” algorithm:**

1. A rover moving in an unpredictable environment.
2. A computer game where your opponent running around avoiding obstacles and players.
3. Warehouse robots to automate good delivery process.

<https://www.youtube.com/watch?v=4DKrcpa8Z_E>

**Technologies used:-**  
*python – pygame module*

**Github Repo Link to project:-**  
[*https://github.com/tme5/Agneepath.git*](https://github.com/tme5/Agneepath.git)

We created a Pygame based GUI to demonstrate incremental path finding based on static A\* algorithm. Traversal is horizontal and vertical.

**Configurations:-**

*DOOR DRAGON FIRE*  
  

*MAN PATH TILE WALL*   
   