Weun (William) Son

Professor Hybinette

CS4070

17 April 2016

Grading for project 3

Total I gave myself a 93.

I am turning this project in 1 day late with the 1.5 day extension.

I ended up giving up on Unity because my code kept crashing, so I started the project

from scratch using HTML.

Basic Threshold	
Total	73
Begin Default Map (3 defaults)	0
Final Values F(x), H(x), and G(x)	6
Final Path Drawn	2
Final Length & #Steps Displayed	2
Efficency Smooth Anim	2
Contral Speed of Animation	2
At Least Size of 500 cells support (size configurable)	4
Configurable Environmental Obstacles placement	4
Goal (x,y) Configurable placement	3
Start (x, y) Configurable placement	3
Provide a Stepped Speed	4
Report w/ screen shots or Video	6
Quality Craftmanship	6
Grading.txt	4

3 Tests for Correctness	3
Readme.txt	2
Demo (MH) + Q/A	10
Game like look (you'll need to craft Sprites & Tiles)	10

Embellishments	20
Unreal	0
Comp to D*	0
Comp to RRT	0
Comp to Dijkstra	5
Comp to Best First	5
Diff Heuristic(each 5) (up to 15)	0
Large Environ ment more than1K cells	10
Different Shaped Tiles (e.g., Octagons)	0
Other (based on level of effort)	0