

AI The Girl World

Group: G09

Part 4: Robust Search

In order to deal with a dynamic world, as some of the obstacles, oracles and charging stations could be moving around while we are making any moves, we simply used robust search.

We are checking if our path to that goal is blocked when we move towards that goal. If it somehow becomes blocked, we are trying to search for a new path. Then we move along the new one.

This is not optimised. But it solves the dynamic world changing problem. And after changed with some parameters in libraries, it successfully handles 20 things move every 10 seconds in all directions. It will still be successful under other parameters.