

**Project Report: Bandit Game Section: L1/T1**

# Instructor: MARIA SAMAD Group Members:

1. Abdullah Hassan Aamir
2. Muhammad Hassan Shafiq
3. Zaki Majid

**Overview:**

Implementation of graphs and Dijkstra Algorithm to build a game. A python file will be used and traversed to create a map. The game map will be a tile based in which the player will move tile to tile to collect the treasure using arrow keys to control. The Map will be made from graphs. There will be another character in the game which can be called as police officer which would be following the player who is playing the game.

# Project Description:

Our aim is to build a Bandit game using Dijkstra algorithm and Graphs technique in which the character will move in map created through graphs. The player will be controlling the character through the arrow keys and, the character only needs to be move tile to tile which is created through map. Another person like police officer will be following the player to catch him, but as soon as the player collects all of the treasure (coins) in the map, it will escape the game.

# DSA techniques:

1. Graphs
2. Dijkstra Algorithm