

Selection of project for IKT407

Project choice: Project 4 - Pathfinder

Group: Frode Nilsen and Asbjørn Bydal

Problem description:

This project revolves around the subject of pathfinding in a 2D environment. We will use the OpenRTS platform to develop an algorithm to find the fastest path from point A to point B, where point A and B are two arbitrary points in the environment. The code will be written in C++, partly because we want to learn the language and partly because the ORTS platform is also written in C++.

To solve this we will probably look to algorithms which already exist. There are lots of articles about pathfinding on the web, so a good deal of research needs to be done. If we find the time we can even try out several different approaches to see what is best.