

Lab #4: Path Finding Lab

Due: May 14, 2010 (demonstrate in lab)

Overview

For this lab you will modify your solution to the previous lab to implement path finding using the A* algorithm.

Your program should (from last time)

- read a file that contains information describing a graph.
- construct an internal representation of the graph.
- “draw” the graph using Irrlicht.
- load the Quake3 map (as done in the tutorials).
- allow the user to move through the map.

For this lab, extend the above to

- load an “npc” model.
- allow the user to trigger path finding via a keypress.
- compute the path from the model’s current location to the user’s location (the camera location) at the time of the keypress.
- move the model along this path.