

Chapman University
CPSC 340 - Spring 2011

Class #7
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Adjunct Professor

Summary

- Review progress
- Shortest Path in Tile Based Games
 - http://en.wikipedia.org/wiki/Dijkstra%27s_algorithm
- Level saving and loading

Assignment #9

- Team work #1
- Each member of your team says what they are going to complete in the coming week and gets me to approve their work list. Do the work and next week you show me your progress and I give you 100 points for completing what you said you would complete.

Open Time

- Feel free to ask hard questions
- Feel free to work on your home work and ask questions while I'm still here
- Feel free to use this time for your own benefit