TO APPLY DEPTH-FIRST SEARCH ALGORITHM FOR A MAZE GAME

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ABSTRACT

This project is partly Artificial Intelligent (AI) which computer must know to how solve the maze by itself. Users may request the AI to solve the maze only by a button. Computer received the command from button then it have to do the certain to solve action to solve the maze for users.

The main objective of this project is containing AI which is based on Depth-First Search Algorithm to solve the mazes. This AI will search the available directions and save into stack for using in solve maze.

The author believes provide some special functionality to this maze game will be more attractive to users. Thurs, he is not only provided the basically function to the users, he added a "Best Time" function which is similar as high score to record the best solver in maze.

In the end, this system or game is developed by using Macromedia Flash and Action script 2.0 programming. The author believes using Flash to develop a game will be more absorbing and professional.

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