**Bar Hopper User Story:**

As a user seeking to bar hop for the night

I want to generate the most ideal route of bars that lead back to my place of lodging

So that I can have a safe and fun night and eventually end up close to “home”

**Acceptance Criteria**:

When given lodging endpoint

When given desired walking distance

When given number of bars to visit

Then the app will provide a minimal list of starting points

When given a list of starting point

Then the user will choose a starting point

Then the app will generate a list of bars with the starting point being at the bar that’s furthest away, generate an intuitive route to the following bars and eventually back to my place of lodging

Then the app will provide the yelp page/review for bars listed

**Day 2 Objectives**:

* Create repo/project
* Brainstorm user flow/work flow
* Functional flow
* UI design
* API research (yelp, Openstreetmap, Map Box (maybe))
* Pseudocode

**User Flow:**

1. Open page
2. Enter address for hotel/place of lodging
3. Enter distance willing to walk
4. Enter number of bars desired
5. User clicks enter
6. Page presents three starting points
7. User clicks on a single starting point
8. User presented with bars in list order
9. User has option to go back and investigate other routes
10. User has option for new search

Formsubmithandler (input)

* Call startpoint function

API call for startpoint

Startpoint(takes hotel + distance inputs)

* Returns three start points [distance] away from [hotel]
* Sends results to DOM
* If clicked, calls routing function

API call for routing

Routing(startpoint, endpoint, num)

* Solves for route back to hotel and returns num of bars
  + Iterate in decreasing distances back to hotel
* Removes startpoints from DOM
* Sends result to DOM

eventlisteners