

## **Goal of the project**

The goal is to make an optimized solution for finding the shortest path in a vector-based geometry.

Instead of dividing the geometry into pixels, here points will be placed in a two-dimensional coordinate, that will then be joined to form a chain of edges. Edges are then required to form a loop - in other words - a shape. This shape can then be interpreted as a wall or non-wall.

Pathfinding algorithm should generate the shortest available path from point A to point B, avoiding possible walls along the way.