LEVEL 6

Shiver my timbers!
I forgot to tell you,
to win my bet, I need
the fastest routes.

- For each coordinate, **find the shortest sea route encircling the given island.**

- A step to any of the 8 neighbour tiles counts as length 1.

- There might be multiple correct solutions of the same length.

- Hint: the islands were generated with Perlin Noise, therefore not all island shapes that are theoretically possible will occur in the input. This will stay the same for all future levels.

Checklist for routes:

- **Must not** visit any tile that is land.

- **Must not** have gaps.

- **Must not** visit the same tile twice.

- **Must not** have two diagonal steps crossing each other.

- **Must** end on one of the 8 neighbor tiles of tile where it started.

- **Must** be the shortest possible route.

CLOUDFLIGHT
CODING
CONTEST

Input - **identical to previous level**

Name	Description	Example
Size of Map	An integer representing the width and height of the map	11
Map	A paragraph of characters	WWWWWWWWWWW WLWWWWWWWWW WWWWLLLLWWW WWWLLLLLWWW WWWLWWWLLWW WWLLWLWWLWW WWLLWWWWWWW WWWWLWWWLWW WWLWWWLLWWW WLLWWWWWWWW WWWWWWWWWWW
N	An integer representing the number of coordinates	3
Coordinate (repeated N times)	A pair of integers representing a tile on the map.	7,3 5,5 7,8

Output - **identical to previous level**

Name	Example
Path (repeated N times)	4,1 5,1 6,1 7,1 8,2 8,3 9,4 9,5 8,6 7,6 6,6 5,6 4,6 3,7 2,7 1,6 1,5 1,4 2,3 3,2 5,4 6,5 5,6 4,5 6,7 7,7 8,8 7,9 6,9 5,8

This is just an example solution. Any solution satisfying the rules on the previous page is correct.

Level 6