Kruskal’s Super Speedy Solver

The goal of my final project is to develop a video game speed running path finder using Dijkstra’s algorithm to find the shortest path. Speed running is a big part of many gaming communities, so it is likely that there will be gamers who want to speed run most games. Many times this is used as a way for someone to prove their skills in a game, and potentially gain renown on a leaderboard. I intend to use a directed weighted graph to represent this, where each vertex is a goal, and the edges represent the action. The edge weights represent the time/complexity/difficulty. To implement this, I am planning on using Dijkstra’s algorithm to generate the single source shortest path, which would indicate the best path for speed running. The program will then display the shortest path based on the result generated by the algorithm.

For my references, I used the notes from class and various web pages about Dijkstra’s algorithm. The sources are listed in the presentation.