User	A **User** is any person viewing the application. This User may enter in two locations to form a Path between them.
Disabled User	A **Disabled User** is any person using the application who cannot use stairwells due to physical disability.
Interior Map	An **Interior Map** is a graphical layout representing hallways, rooms, stairwells, elevators, and interior doors of one distinct building.
Exterior Map	An **Exterior Map** is a graphical layout representing the physical location of outdoor pathways, external doors, and buildings.
Path	A **Path** is a traversable route from one point, Source, on an Exterior/Interior Map to another point, Destination.
Stairless Path	A **Stairless Path** is a traversable route from one point, Source, on an Exterior/Interior Map to another point, Destination that does not direct the User up or down stairwells.
Indoor Path	A **Indoor Path** is a traversable route from one point, Source, on an Exterior/Interior Map to another point, Destination but attempts to route the user down a path that is as indoors as possible.
Outdoor Path	A **Indoor Path** is a traversable route from one point, Source, on an Exterior/Interior Map to another point, Destination but attempts to route the user down a path that is as outdoors as possible.
Source aka Start Point	A **Source** is the starting location of a path, represented by a point on the Exterior or Interior Map. This could also be the location of the User.

Destination aka End Point	A **Destination** is the ending location of a path, represented by a point on the Exterior or Interior Map.
Floor	A **Floor** is a portion of an Interior Map bounded by exterior doors, stairwells, and elevators.
Exterior Door	An **Exterior Door** is any door, where upon passing through it, transitions the User between Exterior and Interior Maps
Interior Door	An **Interior Door** is any door, where upon passing through it, does not transition the User into an Exterior Map. This door may or may not transition the user between different Interior Maps
Emergency Exit	An **Emergency Exit** is any door, which should only be used in case of emergency and should never be shown to the user as a valid Exterior Door.
Selectable Location	A **Selectable Location** is clickable location on the Exterior or Interior map overlay.
Transition	A **Transition** is any user movement, through an exterior door or stairwell, which requires a new Interior or Exterior map to be drawn.
Service	A **Service** is any location where a User can get coffee, food, or related items.
Campus	The **Campus** refers shorthand to University of Albert grounds.
Waypoint	A **Waypoint** is any generic point on the map which is part of a path.