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| **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. |