**PROJECT CHARTER**

***Introduction***

**MISSION:**

To allow groups of people to easily create community-building, pub crawl-style events.

**Solution:**

Use google earth pro or google maps API to create viable and easily traversable routes between a given list of special interest points in a “pub crawl” fashion. The user should be able to see the overall distance of the route as well as distance between two points and details about points intuitively (Like drunkenly intuitive) by minimizing the amounts of user input needed.

***Vision of the Solution***

**VISION:**

Given a list of points of interest, create a logical, traversable route between them to facilitate pub crawl style event with minimal backtracking.

**Opportunity:**

In order to minimize backtracking, the app should calculate calculate routes by priority. Length of the path is prioritised after eliminating backtracking, e.g. if a path is longer, but doesn’t require backtracking, it takes precedence over a path that backtracks and is shorter. However, the app will still try to find the shortest distance after eliminating backtracks. This makes sure that the path is easier to follow while only adding a minimal amount of distance. *Added by Darsh.*

**Guiding principles:**

* Shorter distances are better than longer ones.
* Backtracking is should be avoided if possible.
* If possible, find an already existing solution, adapt it to our needs, and make it as efficient as possible.
* Remember, have fun.
* The more organized the code, the easier it will be to understand.
* Keep documentation precise and in one sentence if possible.

**GOAL:**

To create a route between a series of user provided addresses in as little time as possible by minimizing processing time and resources used.