Game Map
Assignment 5

Leo Chely
Mark Baldwin

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Progress Report

In this assignment, I had some trouble dealing with memory access because I forgot to increase my vectors sizes as I was adding more edges (resulting therefore in indexes out of range).

Here is a sample output for my TEST1:

Austin; Adjacent: Dallas (200),
Dallas; Adjacent: Austin (200),Washington (1300),
Denver; Adjacent: Dallas (780),Chicago (1400),
Washington; Adjacent: Atlanta (600),
Atlanta; Adjacent: Denver
(1400),Washington (600),Houston (800),
Houston; Adjacent: Austin (160),Atlanta (800),
Chicago; Adjacent: Dallas (900),Denver (1400),