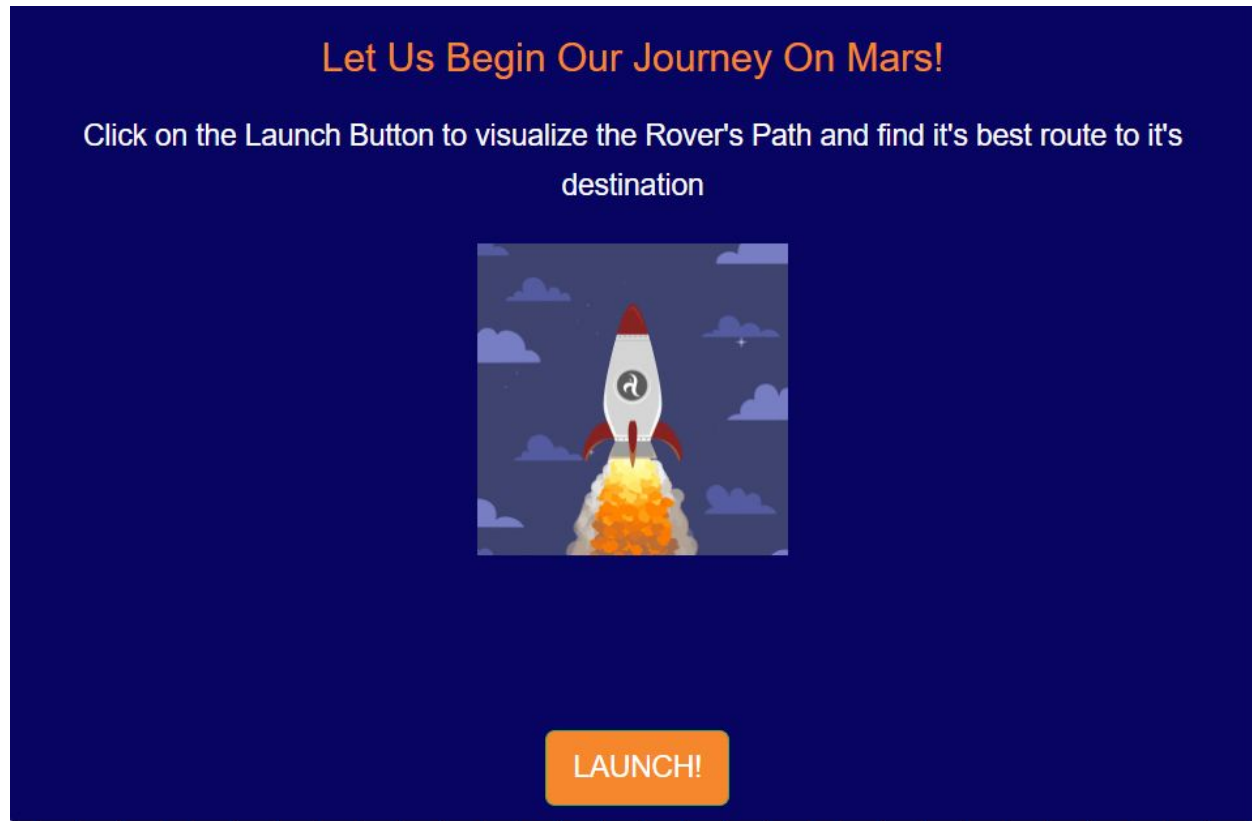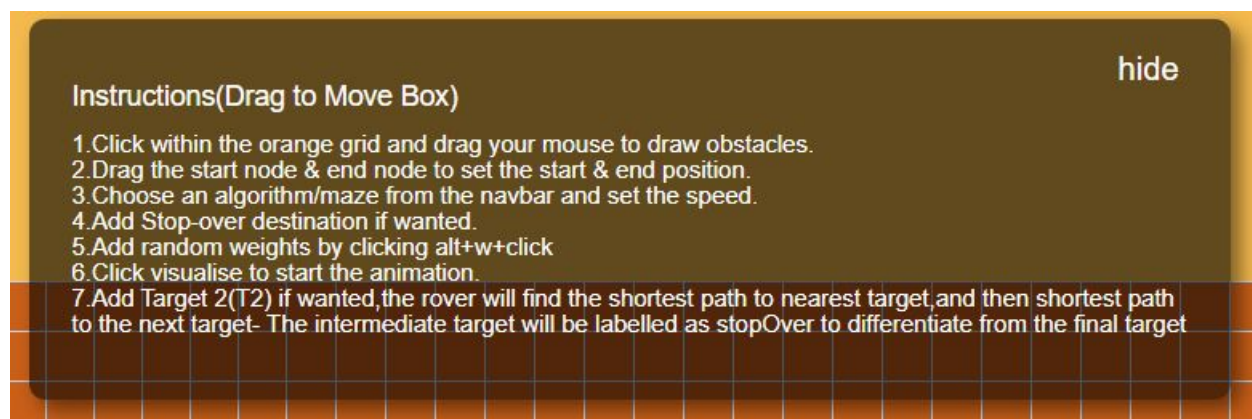## SCREENSHOTS TO SUPPORT PATHFINDING VISUALIZER WEB APP

OPENING POP-UP: when the url is entered, the first screen that the user would see is the pop-up, clicking on the launch button would lead to the PathFinding project.

INSTRUCTIONS BOX: There is a draggable instruction box present on the screen which is a step by step guide of how the application works. It has a hide button as well, clicking on which would make the box disappear after the user has understood the information correctly.
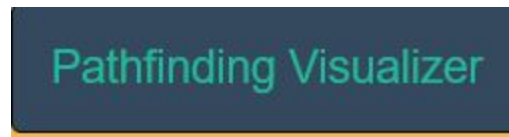
ANIMATION : To constantly remind the user basic steps to follow when the instructions are not visible and make the process easier in a fun way!
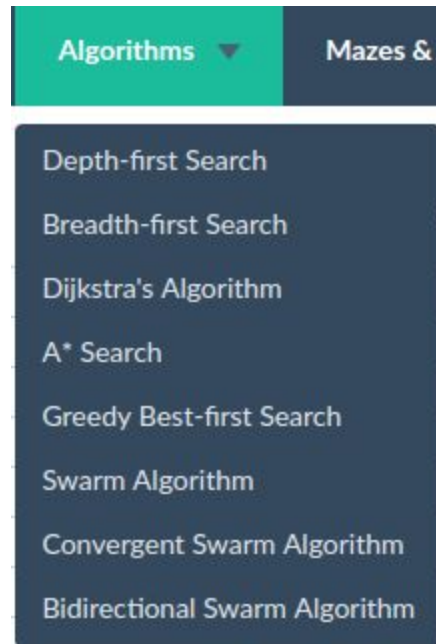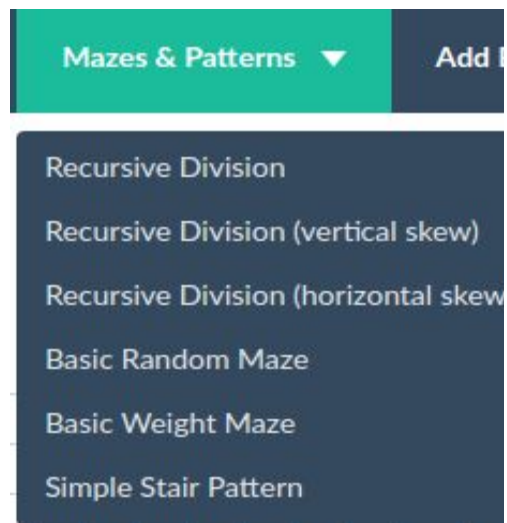

NAVBAR-

- **PATHFINDING VISUALISER BUTTON:** takes the user back to the first page (pop up box), clears all walls, start/end nodes, paths and animations. RESETS THE APP

- **ALGORITHMS DROPDOWN :** gives the option to the user to select from a vast variety of algorithms which is to be used to visualise.

- **MAZES & PATTERN DROPDOWN :** gives the option to the user to select from a vast variety of mazes which can be used to visualise.

- **ADD STOPOVER -** this button allows the user to provide the rover with a stop-over point- i.e the rover MUST go to this point whether nearer or farther from destination and then only find the shortest path to go to target node

Add StopOver

- **ADD SECOND TARGET NODE(T2)**

- **VISUALIZE BUTTON-** clicking on this button would start whatever animation is selected from the start node to the target node or to the stopovers if added and display the shortest path traversed

Visualize!

- **CLEAR PATH/WALLS/BOARD -** this is quite self explanatory, and will erase the aspect mentioned whatever button is clicked out of the three

Clear Board   Clear Walls & Weights   Clear Path

- **SPEED SETTER DROPDOWN :** select the speed in which you want to visualise the algorithms working for a better understanding

Speed: Fast ⌄

Fast

Average

Slow

● **LEGEND-** showing a list of all the icons used in the web application.

👤 Start Node   🚩 Target Node   📍 StopOver Node   🚩 Target2 Node   🏋 Weight Node (ALT+W+DRAG)   ▪ Unvisited Node   ▪▪ Visited Nodes
▪ Shortest-path Node   ▪ Wall Node