Project 5B: JavaScript Route Planner

A small drone has been engineered to record landscape. Your task is to write a program that will allow the drone to avoid buildings and obstacles. The boundaries of the area will be identified as a grid. The goal is to be able to instruct the drone to fly from one specified cell in the grid, to another, while avoiding all obstacles. Your program will take in a text file with the coordinates of buildings, as well as the first destination. The drone should maneuver to the designated square at the start of the program. There should also be 2 text fields which allow the user to input another coordinate that they would like the drone to travel to.

For this project, you will hand in a single .html file. You can download the template .html file <here>. There is also an associated .txt file you have to download <here>. Unless you are an experienced programmer, you will have to follow the tutorial to complete the assignment <tutorial>.

Below is a checklist of items that you need to complete.

* Write the portion of the code which allows the drone to travel down
* Ensure all destination cells are shaded green
* Add headers, text fields, and buttons
* Add functionality for the button
* Write the portion of the code which allows the drone to travel left
* Draw a couple of extra buildings