First things first, this idea is still baking. Open to suggestions / improvements. Basically looking for feedback and understand if this is something worth pursuing.

Problem and idea behind it

TLDR; No paths from one building to another. No mention of shortcuts one can use to get from one place to another.

I'm a second sem grad student. When I first got to Mason, I used the maps on the Mason Mobile app, but found one detail missing: You can't plot paths from one location to another. It just gives you your location and the location of your destination, but no path that you can follow to get there.

Additionally , over a month , I figured that you can take routes that are not on the map as such (through the grass , for instance) . The best example of this would be the path near Subway with the "Do not walk on grass sign" (when you're trying to get from aquia creek lane to ox road) . Now , I know it does say do not walk on the grass , but I've seen a ton of people do it , and I figure it's a much shorter way to get through campus .

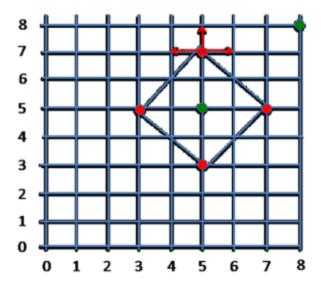
Solution

Okay, I'm not entirely sure if this is the right approach, but here's what I came up with.

Create a list of (lat,long) values for each point on the campus. Since lat,long can get really close, we could go really specific (for instance, consider each entrance/exit in the Johnson center to be a point).

Now , each point can only be connected to it's adjacent points , and will have a length to it . (For example , a set of adjacent points can be the Johnson center entrance opposite Robinson hall B and the entrance for David King hall a set of non adjacent points can be David king hall and the aquatic center as you'd have to traverse through a bunch of other points to get there) . Think of this as a collection of points through which people can walk . Why do this ? Because I'm sometimes late for class and it'd be good to know the shortest possible route I could take .

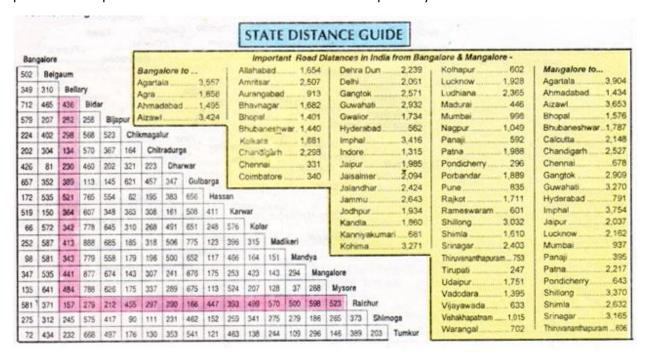
I think this image illustrates what I'm trying to say:



sidenote: can include both designated paths for walking as well as shortcuts (which cut through the do not walk through grass signs, for instance).

How would we figure out the shortest path?

We consider an nxn matrix (with all the points on the x and y axis), and traverse the shortest possible path from one point to another. This illustrates what I mean perfectly:



(bad quality, sorry).

What next?

Once we have data regarding the shortest route from one point to another, the next step would be to allow users to query for the same. I'm not sure how I would incorporate a live location into this yet. I'm hoping #maps has some ideas.

Feedback? Ideas? Suggestions? Interested in collaboration? Shoot a message on slack 🐯

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PS: I'm calling this LazyMason for now. Yeah. That.