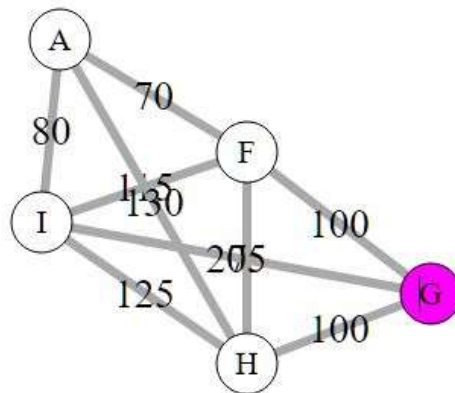




AB	80
AC	70
AD	130
BC	115
BD	125
BE	205
CD	75
CE	100
DE	100

*Measured using L1 distance pixel measurement, not in-game units



Save graph

- ☐ Draw vertex
 ☐ Draw edge
 ☒ Set Start
 ☐ Delete vertex or edge
 ☐ Set cost or label

Round	A	F	G	H	I
1	∞ , -	∞ , -	0, -	∞ , -	∞ , -
2	∞ , -	100, G		100, G	205, G
3	170, F			100, G	205, G
4	170, F				205, G
5					205, G

Dijkstra's Algorithm Solver

By [Mostafa Dahshan](#)

Shortest Path:

$G \rightarrow F \rightarrow H \rightarrow A \rightarrow I = 205$

$A \rightarrow F \rightarrow I \rightarrow H \rightarrow - \rightarrow G = 170$

