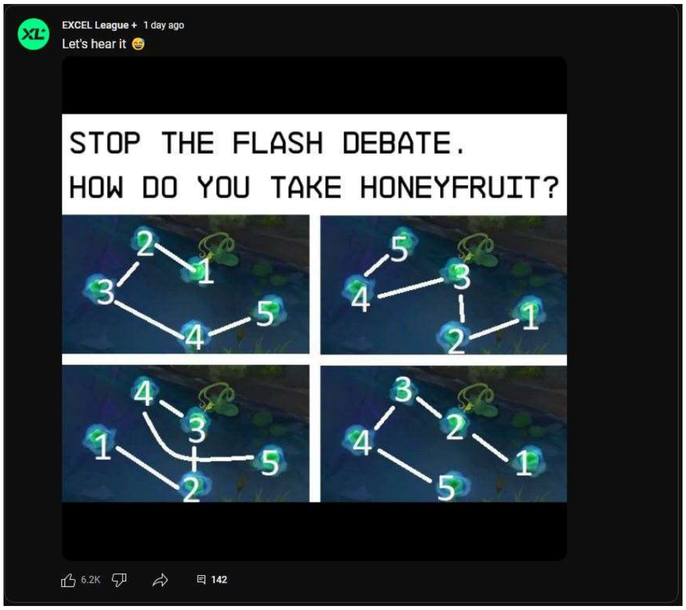
Fastest Route Of Honey Fruits!



EXCEL League + 1 day ago

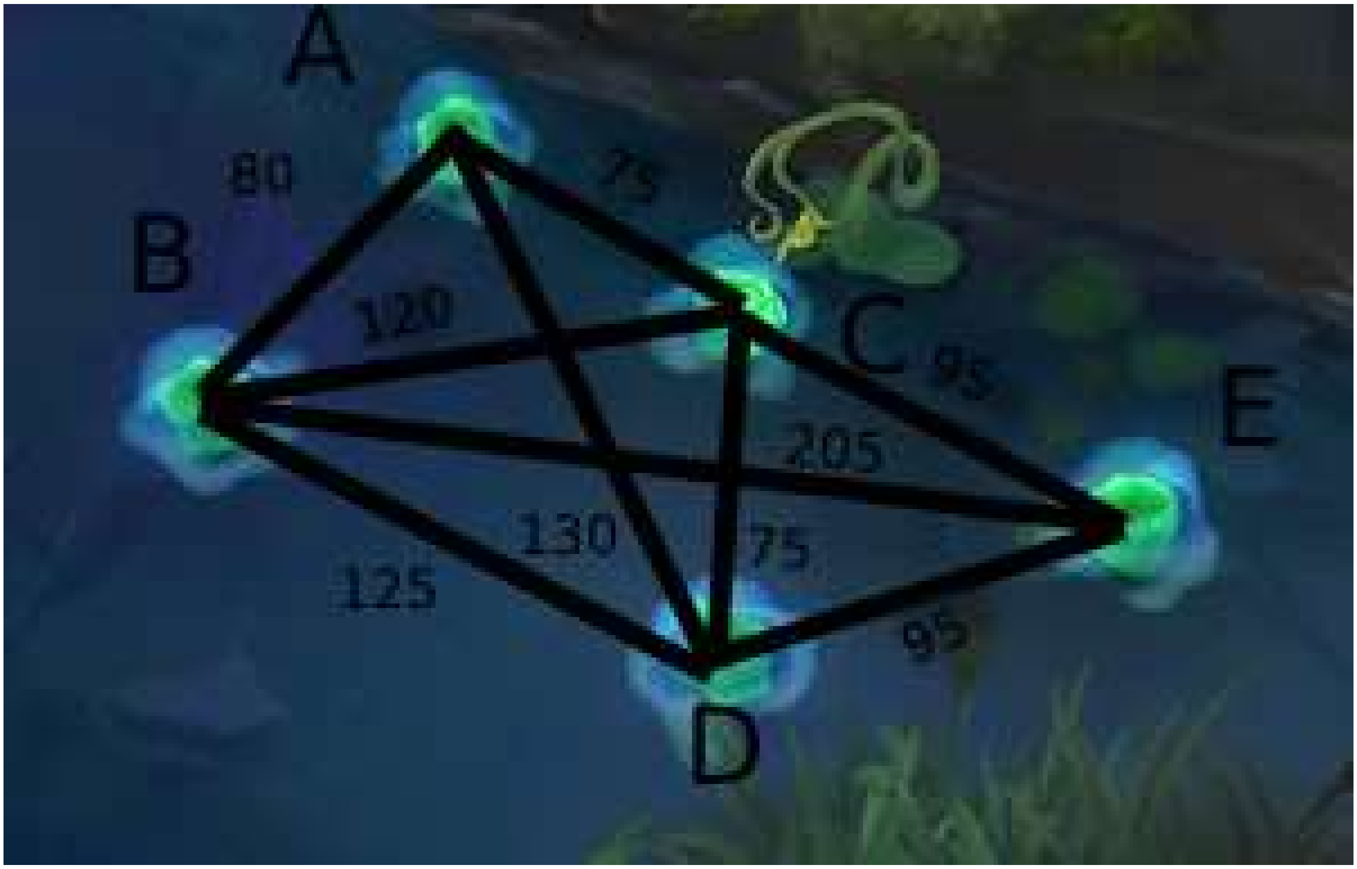
Let's hear it 😆

STOP THE FLASH DEBATE.
HOW DO YOU TAKE HONEYFRUIT?

I thought it was a pretty funny joke, but I thought knowing the fastest way could one day come in handy. To do this, I want to apply Djikstra's Algorithm. I first got L1 pixel measurements of the straight lines between each one of the fruits by using the ruler tool in Photoshop. After creating a graph with the measurements, I took in photoshop, I recreated it in an online Dijkstra's Algorithm Solver found at:

https://mdahshan.github.io/dijkstra/

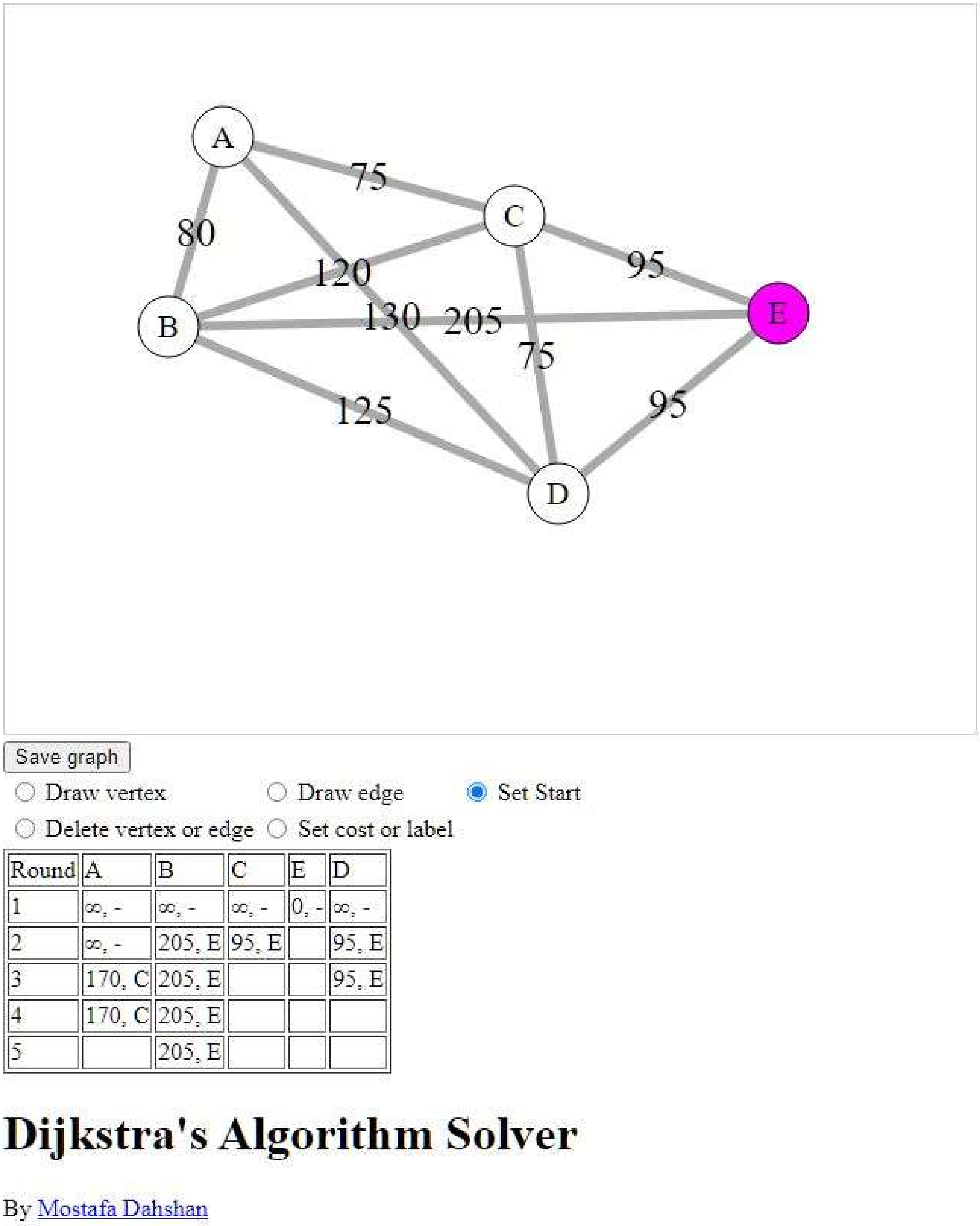
From there the shortest path is generated, and the total distance can be found be retracing the path and adding the distances between each fruit. Two interesting things to note, I didn't use in-game units, and therefore doesn't include the Z-axis shenanigans it comes with. If the game was a completely flat plane, this would be more accurate.



AB	80
AC	75
AD	130
BC	120
BD	125
BE	205
CD	75
CE	195
DE	195

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

From Midlane



○ Draw vertex ○ Draw edge ● Set Start

○ Delete vertex or edge ○ Set cost or label

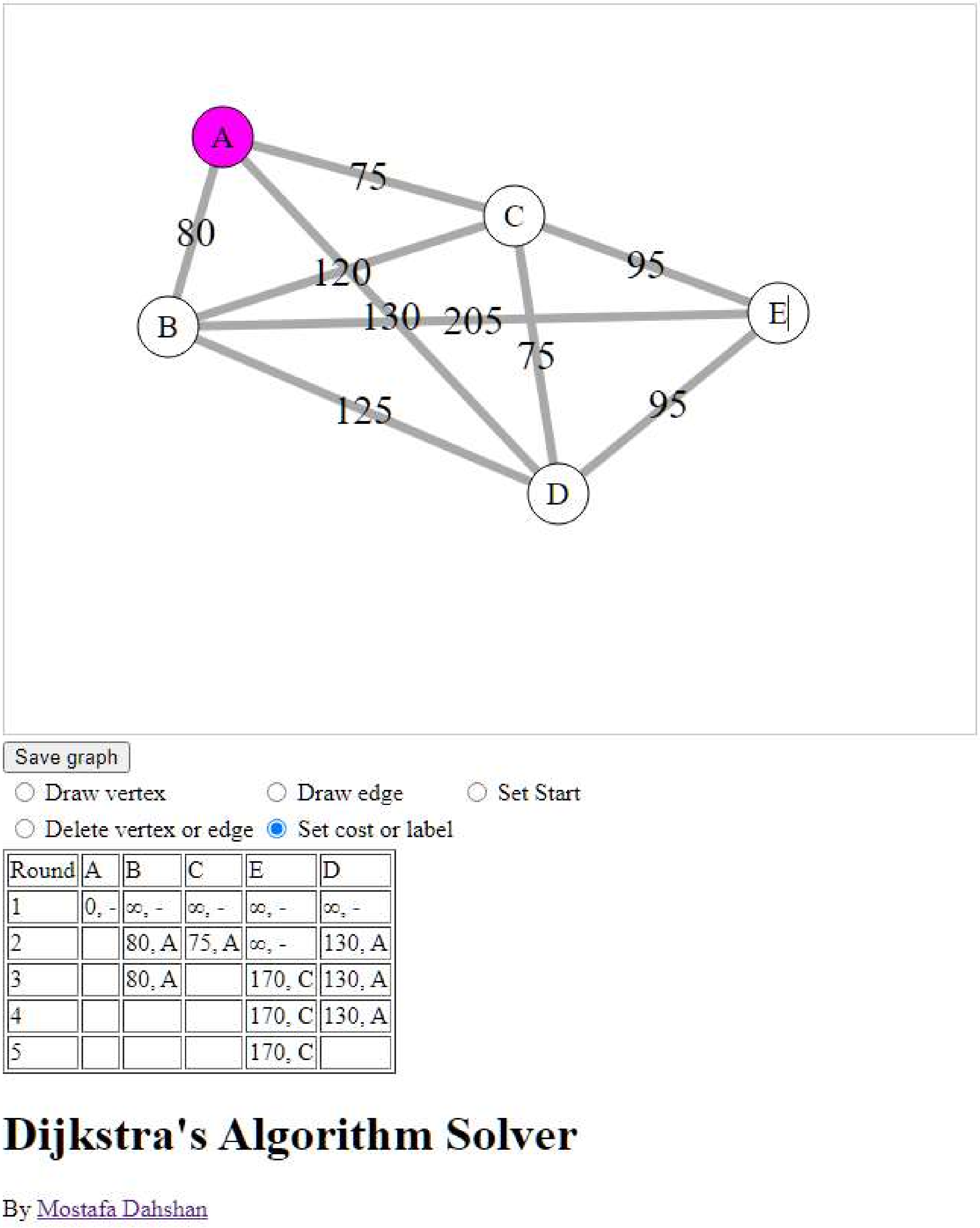
Round	A	B	C	E	D
1	∞, -	∞, -	∞, -	0, -	∞, -
2	∞, -	205, E	95, E		95, E
3	170, C	205, E			95, E
4	170, C	205, E			
5		205, E			

Dijkstra's Algorithm Solver

By Mostafa Dahshan

Shortest Path: **E C D A B = 380px**

From Topside:



○ Draw vertex ○ Draw edge ○ Set Start

○ Delete vertex or edge ● Set cost or label

Round	A	B	C	E	D
1	0, -	∞, -	∞, -	∞, -	∞, -
2		80, A	75, A	∞, -	130, A
3		80, A		170, C	130, A
4				170, C	130, A
5				170, C	

Dijkstra's Algorithm Solver

By Mostafa Dahshan

Shortest Path: **A C B D E = 415px**