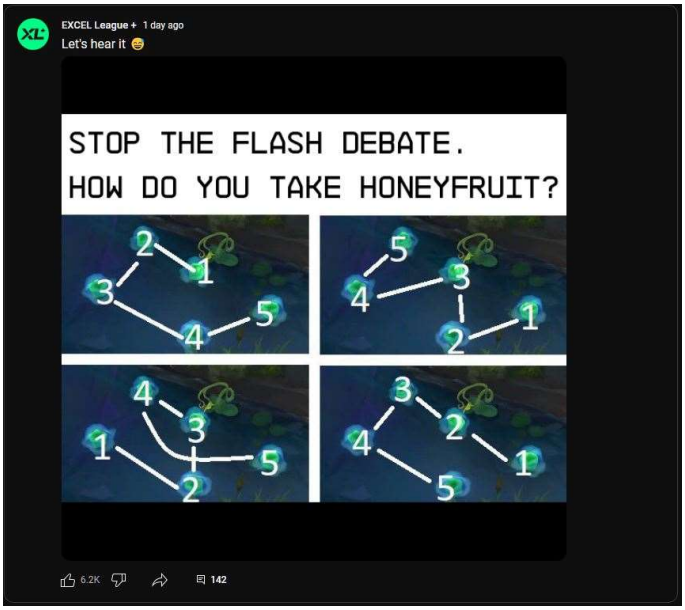
Fastest Route to eat Honey Fruit!

Rylan Mahany

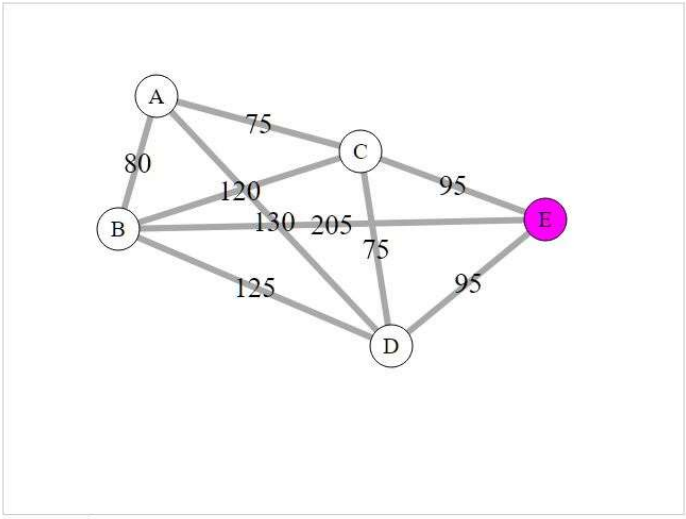


For those who don't know, the numbered goops are called Honey Fruits from the game League of Legends. Whenever your character walks over a Honey Fruit, they regain some Health. I thought it was a pretty funny joke, but I thought knowing the fastest way could one day come in handy. To do this, I want 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. (300x191px)

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



Save graph

Draw vertex Draw edge Set Start

Delete vertex or edge Set cost or label

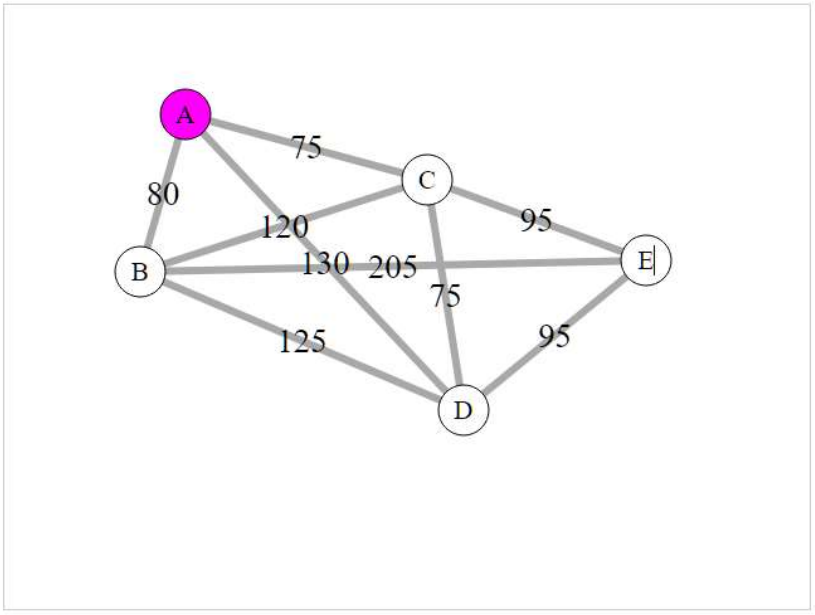
Round	A	B	C	E	D
1	∞, -	∞, -	∞, -	0, -	∞, -
2	∞, -	205, E	95, E		95, E
3	170, C	205, E			95, E
4	170, C	205, E			
5		205, E			

Dijkstra's Algorithm Solver

By Mostafa Dahshan

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

From Topside



Save graph

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**

The Honey Fruits make a pretty interesting shape. It's a trapezoid where the parallels are at 170px and 125px length, and two other straight sides of 80px and 95px. From there you could go on to do a geometrical solution to finding the shortest path, but that seems like too many trigonometric functions for me!