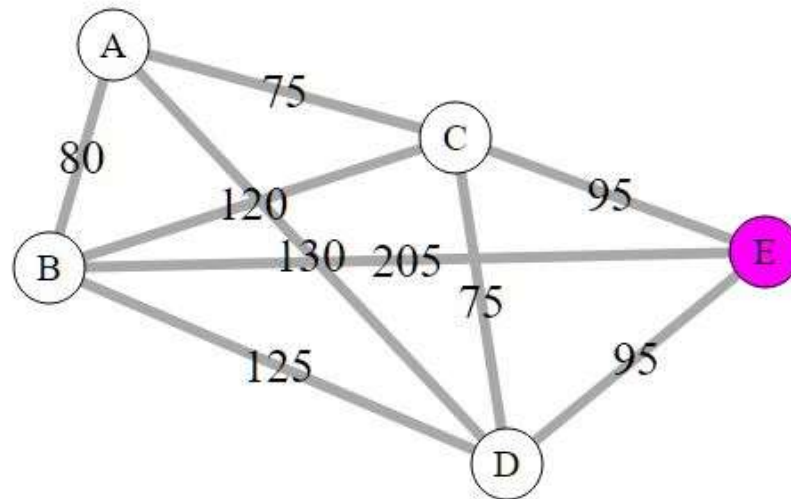




AB	80
AC	75
AD	130
BC	120
BD	125
BE	205
CD	75
CE	195
DE	195

*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

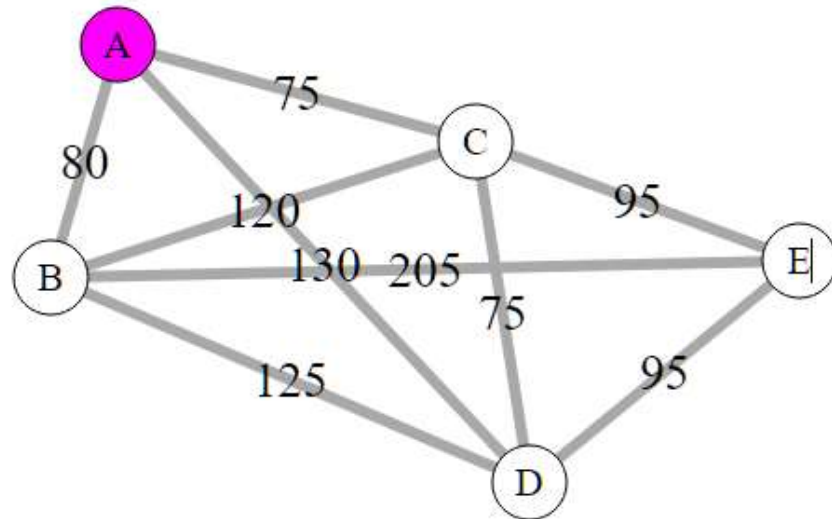
Round	A	B	C	E	D
1	∞ , -	∞ , -	∞ , -	0, -	∞ , -
2	∞ , -	205, E	95, E		95, E
3	170, C	205, E			95, E
4	170, C	205, E			
5		205, E			

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**

