Dijkstra Algorithm

(The Valorant Lore of the Lone Pheonix)

	Heaven	Ascent	Fracture	Breeze	Icebox	Bind
Heaven	0_{Heaven}	896_{Heaven}	960_{Heaven}	651_{Heaven}	97_{Heaven}	317_{Heaven}
Icebox		461_{Icebox}	844_{Icebox}	488_{Icebox}	97_{Heaven}	317_{Heaven}
Bind		461_{Icebox}	501_{Bind}	488_{Icebox}		317_{Heaven}
Ascent		461_{Icebox}	501_{Bind}	488_{Icebox}		
Breeze			501_{Bind}	488_{Icebox}		
Fracture			501_{Bind}			

Shortest paths: (Heaven as the Root)

Heaven → Heaven =0

Heaven → Icebox =97

Heaven → Bind =317

Heaven → Icebox → Ascent = 461

Heaven → Icebox → Breeze = 488

Heaven → Bind → Fracture = 501