**Dijkstra Algorithm**

**(The Valorant Lore of the Lone Pheonix)**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **Heaven** | **Ascent** | **Fracture** | **Breeze** | **Icebox** | **Bind** |
| **Heaven** | **0Heaven** | **896Heaven** | **960Heaven** | **651Heaven** | **97Heaven** | **317Heaven** |
| **Icebox** |  | **461Icebox** | **844Icebox** | **488Icebox** | **97Heaven** | **317Heaven** |
| **Bind** |  | **461Icebox** | **501Bind** | **488Icebox** |  | **317Heaven** |
| **Ascent** |  | **461Icebox** | **501Bind** | **488Icebox** |  |  |
| **Breeze** |  |  | **501Bind** | **488Icebox** |  |  |
| **Fracture** |  |  | **501Bind** |  |  |  |

**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