Generation of Responsibility Matrix

Input: NumberOfChallenges - number of identified challenges
TypesOfEngineers - number of classes of engineers
Levels - number of levels in a particular engineer class
N - Number of teams
M[ ][ ] - Maximum required experience of engineers in each team

Output: Responsibility[ ][ ] - Responsibility Matrix

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1  Fumction Get Responsibility Matrix(N, M):
2      Initialize Responsibility[ ] of size(NumberOfChallenges)
3      for i = 1..NumberOfChallenges
4          Initialize challenge[ ] of size(N x TypesOfEngineers x Levels)
5          for j = 1..TypesOfEngineers
6              if M[i][j] == 0
7                  for k = 1..Levels
8                      Append 0 to challenge[ ]
9                  end for
10             else
11                 for k = 1..Levels
12                     priority = randomly drawn from U(0,1)
13                     // U is the uniform distribution over the range [0,1]
14                     Append priority to challenge[ ]
15                 end for
16             end if
17         end for
18         Append challenge[ ] to Responsibility[ ]
19     end for
20     return Responsibility
21
```