**Nature-Inspired Computation Meeting Minutes:**

17/11/23 - 2:00-2:30 PM

* Python was chosen as the coding language
* The task for the week: Research nature-inspired methods and determine representations and fitness functions for each method for discussion next week.

**All 6 Members were in attendance.**

24/11/23 - 2:30-3:30 PM

* Members discussed potential algorithms, including evolutionary algorithms (EA), particle swarms, and ant colony optimisation.
* Jack proposed EA, showing some research he conducted.
* Decided to go with EA due to their use in the problem previously, the groups’ familiarity with them and their lower complexity based on other methods.
* Reviewed a project specification made by Jack.
* Clarifications for the problem specification for members by Jack & Ursula
* Reviewed code converting the .txt files from the competition to a data structure from Kaiyuan.
* Broke down the EA into functions and talked through the difficulty of each of the functions.
* Members assigned themselves functions based on what they thought they could complete. Each member was assigned at least one function.
* Additional functions were assigned to Ursula, Jack, Kaiyuan and Nafees.
* Quick overview of how to use GitHub with VS code.
* Checked every member was happy they knew what to do and what to work on for the rest of the week.
* Scheduled a meeting for next Friday at 2:30 PM

**All 6 Members were in attendance.**