

# On the topic of prize collecting tour construction (working title)

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## **Abstract**

This is a simple paragraph at the beginning of the document. A brief introduction about the main subject.

## **1 Introduction**

### **1.1 Case study: A sightseeing tour planning app**

We were presented with the following problem: blabla tourist app.

Given the maximum time to do the tour a start and a destination, we wish to find the best touristic tour that contains the biggest ammount of attractions suitable to the user.

The the tours and the kinds of attractions visited may vary according to the user's preferences, the amount of available time and the kind of transportation used. The visited attractions ought to match the user's preferences.