**Report Plan**

Intro -

* Briefly explain idea behind project
  + ~~Pizza delivery is a way of life~~
  + In London, delivery has become a crucial aspect of restaurant/takeaways.
  + Competitive
  + Delivery can take up a lot of resources
  + Improve delivery service
  + This planner could be used to produce the most efficient solution for delivering pizzas (or any other type of food) to customers
* Similar to Maps application, but takes into account factors specific to the domain. (Pizzas, vehicles, fuel, etc)
* Talk about problem relaxations
  + What we don’t take into account and why
* Talk about limitations of domain
* Explain choice of planner
  + We tested the domain and planner using Optic and JavaFF
  + Say what type of search the planner uses

Domain -

* Briefly describe types, functions, durative-actions
  + Why we used durative actions
    - The key concept of the domain is to find approximate timings for delivering  sets of pizzas to specific areas
    - We made the main subtasks of pizza deliveries as durative actions so that the planner takes these subtasks into account when calculating time

Results -

* Discuss results of several problem files of varying sizes (table, chart, etc)
* Illustrate the time of the planner against the size of the problem
* use graphs when possible
* Compare times of the same problem between Optic and JavaFF?

Evaluation

* Issues during the project
  + To add action for baking the actual pizza
  + One issue that we found with this is that it would be too big to implement the baking side of the domain.
  + For this project, we wanted to focus on the logistics side of pizza delivery.
* Points of interest of the domain
* How to expand the domain in the future
  + We mentioned earlier about an issue we had with the domain, and deciding if we should add pizza baking into the domain.
  + This would be worth exploring in the future.
  + We could make it so that ‘orders’ are delivered to the customer instead of just pizzas. These order object could consist of several other objects such as pizzas, sides, etc. These could each have durative actions.

Appendix