

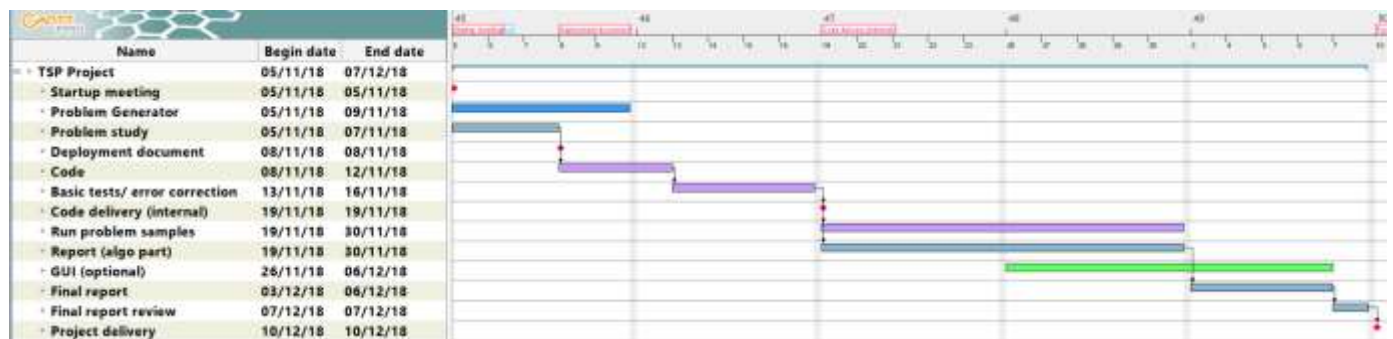
Project planning

Team members

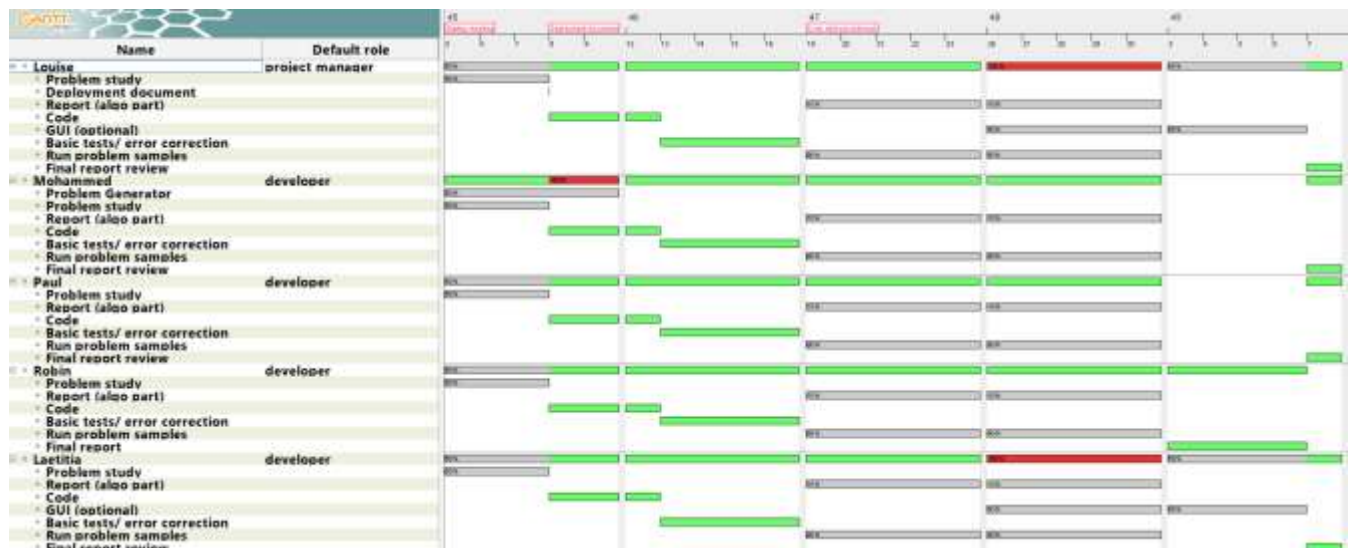
Name	Role	Tasks
Louise Harding	Project Leader	Deployment instructions Branch and bound algorithm GUI
Mohammad Poul Doust	Developer	Genetic algorithm Branch and bound version adding and removing edges
Robin Khatri	Developer	Brute force algorithm Ant Colony algorithm Report finalization
Mohamed Nassar	Developer	Problem generator Greedy algorithm Minimum spanning tree
Laetitia Couge	Developer	Randomized algorithm Dynamic programming algorithm GUI

Gantt chart

The planning has been designed considering 10 hours/week of work per resource.



Resource assignment



The GUI development remains optional as some resources might be overloaded.

Testing

We will choose a small selection of data sets from a standard library to benchmark the algorithms. Each developer will be required to test his/her code and their codes will be tested by at least one other team member. We will do a short investigation to see if we can find an appropriate automated testing option. For the purposes of time comparison we will use the same computer.