

# Team contributions Report

**Project Title:** Real World Path Visualizer

**Team Work Distribution**

## 1. Algorithm Implementation (Hoda, Yomna, Salma, Youssef)

**Responsibilities:**

**Study and understand the search algorithms:**

- Breadth-First Search (BFS)
- Depth-First Search (DFS)
- Depth-Limited Search (DLS)
- Iterative Deepening Search (IDS)
- Uniform-Cost Search (UCS)
- A\* Search with Euclidean distance heuristic
- Implement all algorithms using Python.
- Integrate the algorithms with graph structures using NetworkX.
- Ensure algorithms work correctly on real-world road networks.

**Measure performance metrics:**

- Path length

- Execution time
- Number of explored nodes
- Standardize algorithm outputs for fair comparison.

## 2. Map Processing (Mahmoud, Mohammed)

Responsibilities:

- Download real city maps from OpenStreetMap using OSMnx.
- Convert map data into graph representations suitable for search algorithms.
- Handle nodes (intersections) and edges (roads).
- Assign edge weights based on geographical distance.
- Map user-selected start and goal locations to the nearest graph nodes.
- Validate and preprocess map data to ensure correctness.

## 3. GUI Development (Mahmoud, Mohammed)

Responsibilities:

- Design and implement the graphical user interface using Tkinter.
- Integrate TkinterMapView for interactive map visualization.

Provide UI components for:

- City selection
- Algorithm selection

- Start and goal point selection
- Algorithm execution
- Visualize algorithm execution step-by-step.
- Display explored nodes and final path using color coding.
- Present performance statistics clearly to the user.

#### 4. Testing & Documentation (all team members)

Responsibilities:

- Test all algorithms on multiple cities and scenarios.
- Verify correctness and optimality of generated paths.
- Compare algorithms based on defined evaluation metrics.
- Create tables and charts for performance comparison.
- Document the system architecture and implementation details.
- Prepare the final project report and include screenshots of the application