

Timeline:

4/22/23:

- Created basic event handler that works with lambda expressions and enables a command-based interaction rather than menu-based one for the user

4/26/23:

- Added Stack class for the use of an undo functionality in the future feature list and list class for object management and data manipulation

4/27/23:

- Began implementing waypoint class with thought put into forest-management specific use cases, and began contemplating how to integrate with program
- Began implementing file manager class which would save a map to the system and load in previous maps. Class is designed to be airtight and leave no room for user error to cause undefined behavior or runtime errors, including file existence and format verification

4/28/23:

- Planning to implement the Geospace class to handle the waypoints into a coordinate space and implement functions to print the waypoints in an ASCII format to cmd
- We will implement quicksort to sort waypoints by various data metrics
- Add a hashtable to search individual waypoints by name with a time complexity of $O(1)$

4/29/23:

- Implement Json parser and printer class to interface with FileManager, since JSON format will be essential to store the complicated Waypoint data structure in a standardized format, and is core to the use-over-time aspect of the program

4/30/23:

- Reassess project requirements to determine whether more features are needed or development on the wxWidgets GUI interface for Eagle Eye can begin