**11/13/18**

- Things to consider following code review
    - Changing bfs to dijkstra's algorithm
    - Keeping in mind directional instructions like “left” and “right” from nodes

**11/1/18**

- Writing backend and front end development descriptions
- Uploading all sketches of Math building floor plans
- Getting started on creating a directory for code
- Trying to decide on using Pure Python vs Flask
    - Decided on pure python for now

**10/30/18**

<u>Goals for today’s meeting:</u>

- Decide on a language to code in
    - Choices we’re leaning towards are Java or Python
        - Python - apparently has a library set up (NetworkX) - has functions for find shortest path, add edges, etc.
        - Potentially Java for front end and python for back end
- Choose environment
    - Potentially Android studio
    - Other python environment
- Create basic directory for code (src, tests, etc.)
- List out functionality
    - Represent hallways as nodes, classrooms #s are contained in the nodes

1) User inputs two numbers (start room number and end room number)
2) Get 2 hallways from 2 rooms inputs
3) Use BFS on two hallway nodes to find fastest route
4) Return the path

Rooms (key) → hallway(val)
+
Hallway graph → adjacency list + BFS
+
Hallways (key) → hallwayDescription(val) + maybe picture