**Team 31 – Minutes**

**Members**

Ahmed Abourezk

Oluwafirebami Kukoyi

Kevin Onwubuilo

Conor Kelly

Boyi Zhang

Ciaran Nolan

**Meeting 1 - *13/3***

* Brainstormed what our project may look like and set a few guidelines as to how we would achieve it.
* Decided how we would meet in future. Mostly in person on Tuesday and Wednesday. However, the idea of a few online meetings also came up which would be good for reviewing and analysing our code together.
* Assigned tasks to prepare for our 1st lab.

***Conor:*** Set up Git repo and initialize it with a few of the basic documents. Add in a shell of what our processing folder may look like (Decided as group)

***Ahmed:*** Setup our initial screen. Decide on a size to use and implement this as a constant which can easily be altered as we progress. Additionally, add a graphic or text to give some context to what this code may do.

***Boyi:*** Define a clearer structure to the project. What classes may we use and what should they do? What will some of our screens look like?

***Ciaran:***  Write the code to read in the data. Decided where this should be implemented and how it will be done. Print to screen the data to show that data is being read in successfully.

***Oluwafirebami & Kevin:*** We need a way to store this data that were reading in. Write the outline of a Flight class which will allow us to store each flight read in as an object. This object will contain all the information relating to a particular flight.

**Meeting 2 - *20/3***

Thought about what our project should look like and achieve this week then divided the tasks to each team member.

***Conor:*** Implemented the basic screen and widget classes to our program. Set up a query variable that will handle the user’s queries and gets changed on the press of a particular button. Created the outline of our Render class which will decide which graph to create, and draw based on its own query variable. The screen class currently calls the Render object to draw itself.

***Ahmed:*** Re-arranged the widgets and adjusted the screen. Implemented a background and a heading for the program. Created a sketch for what the program will look like as of week 2.

***Boyi:***

***Ciaran:***

***Oluwafirebami:***

***Kevin:***

**Week 3**

Brush up on last week's work and solve issues we encountered such as backgrounds and buttons deviating positions. Create at minimum three solid queries based on a more streamlined query system and create clear ways to gather the date for these queries.

***Conor:*** Streamlined the query system, making the render object draw it's graph based on the query it currently holds through a switch statement and made it so the buttons control what the current query is. Cleared the screen of unused buttons. Added a screenTracker variable to enable the screen class to identify what screen it's displaying and change some of its functionalities based on this (i.e. what background is drawn).

***Ahmed:***

***Boyi:***

***Ciaran:***

***Oluwafirebami:***

***Kevin:***