**Individual Diary**

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A small portion of the simulation was able to be completed in console. The part in question is the Fuel System. Elle, Wee and I decided to work on the SFML window to get the UI ready for integration with the simulation system Kapil has been working on. Through the use of SFML we did not have to worry about multithreading with windows form and also that SFML has a GUI version called SFGUI which also aids us in making the UI much easier. We then proceeded to try and get SFGUI working for our project.