**INDIVIDUAL DIARY**

**Name: YEOH HUI JIA**

**Date: 27th March 2015**

We held a meeting with Luke to discuss which project would be suitable for the group. We listed down a few possibilities which include Car Systems and Body Systems. We considered the strengths of our group – in terms of our skill sets as well as the major that each member is taking and found that we could consider taking up a distributed systems based project, which would be either the car systems or the body systems.

After a brief discussion amongst ourselves, we decided that the car systems would be an interesting project to take up.

**INDIVIDUAL DIARY**

**Name: YEOH HUI JIA**

**Date: 30th March 2015**

We met up once again with Luke to discuss the possible contents of the project since the description was fairly vague. We pointed out what the user will probably see – which includes the simulation as to how the fuel is used and how the electrical parts of the car are connected and which part of the car is connected to the engine and such. We also brought up the possibility of having a quiz for the users so they can test out their knowledge. Other essential things related to the car will also be included for the user to learn (i.e. dashboard symbols).

The points obtained during the meeting will be the foundation of the requirements for this project.

**INDIVIDUAL DIARY**

**Name: YEOH HUI JIA**

**Date: 31st March 2015**

Both Dyalan and I were left in charge to fiddle around with Microsoft Visual Studio and test out some basic GUI creation using Visual C++. So far, we have been able to work on a relatively working GUI using Visual Basic but have come up with little progress using Visual C++. The functions for Visual Basic is more GUI friendly in terms of its coding and application while Visual C++ is more friendly in terms of computational and also we have never done GUI in C++, hence the unfamiliarity with the concept.

Nonetheless, we will be discussing this issue with Luke, our supervisor and the rest of our group members on which would be more suitable to incorporate with our project.

**INDIVIDUAL DIARY**

**Name: YEOH HUI JIA**

**Date: 2nd April 2015**

We held another meeting with Luke and brought up the subject regarding Visual Basic and Visual C++ and which would be better. Luke advised us that Visual C++ would be a better choice as it would be difficult to incorporate Visual Basic with the C++ coding that we will be doing for the simulation. Besides, Kapil, our group leader, did a brief preview of the presentation slides that we will be using for the planning presentation in week 7 to Luke. We also discussed the possible approaches for presenting the image of the car for the learning part of the project – which is either a 3D model or a basic PNG image of the car. We also looked at the Essential Anatomy 3 app released by 3D4Medical and Luke mentioned that if we wanted to make the learning part like how they did, we would have to use a game engine.