Report for development, date:16/11/2019

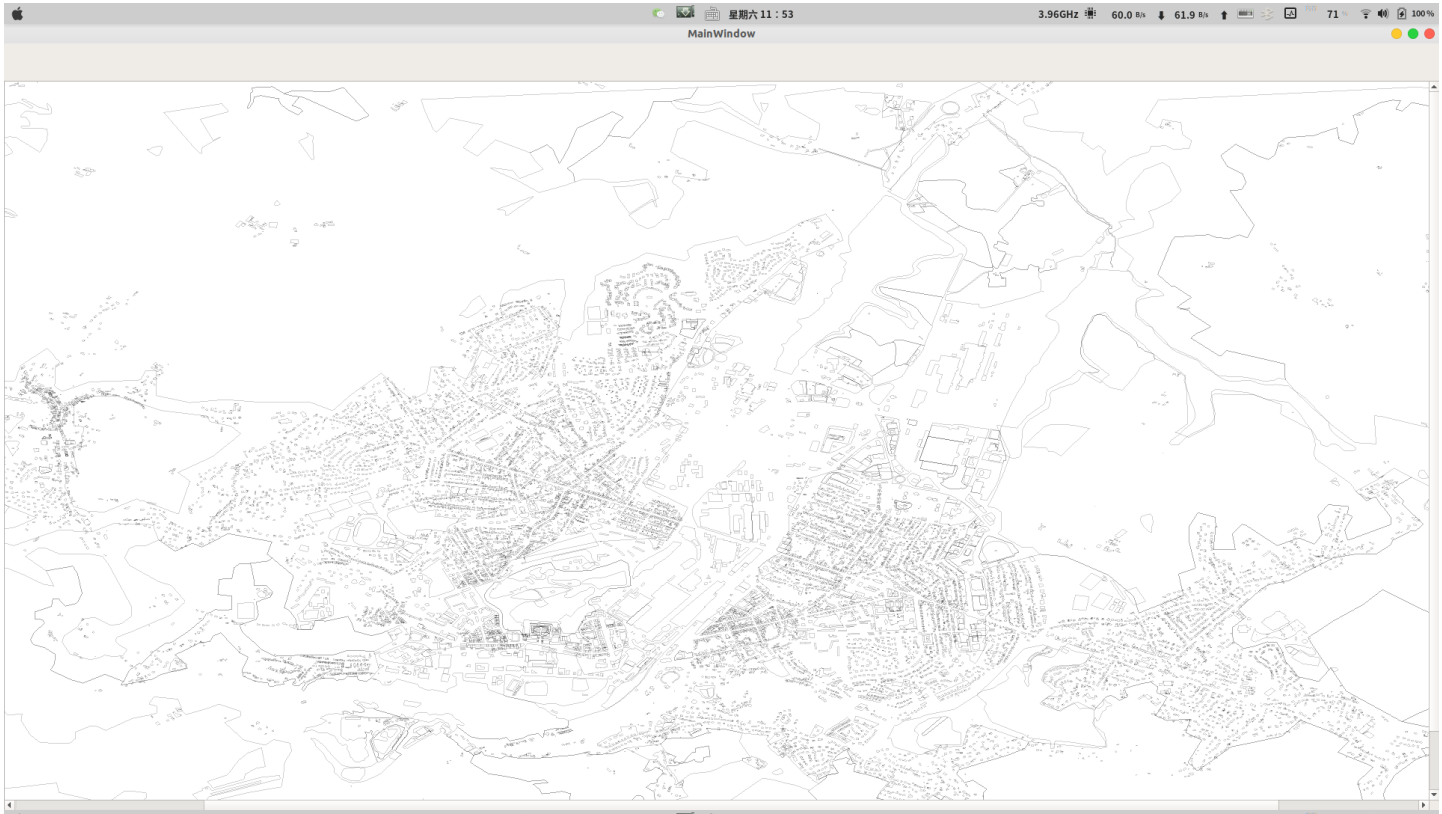
So far I have done

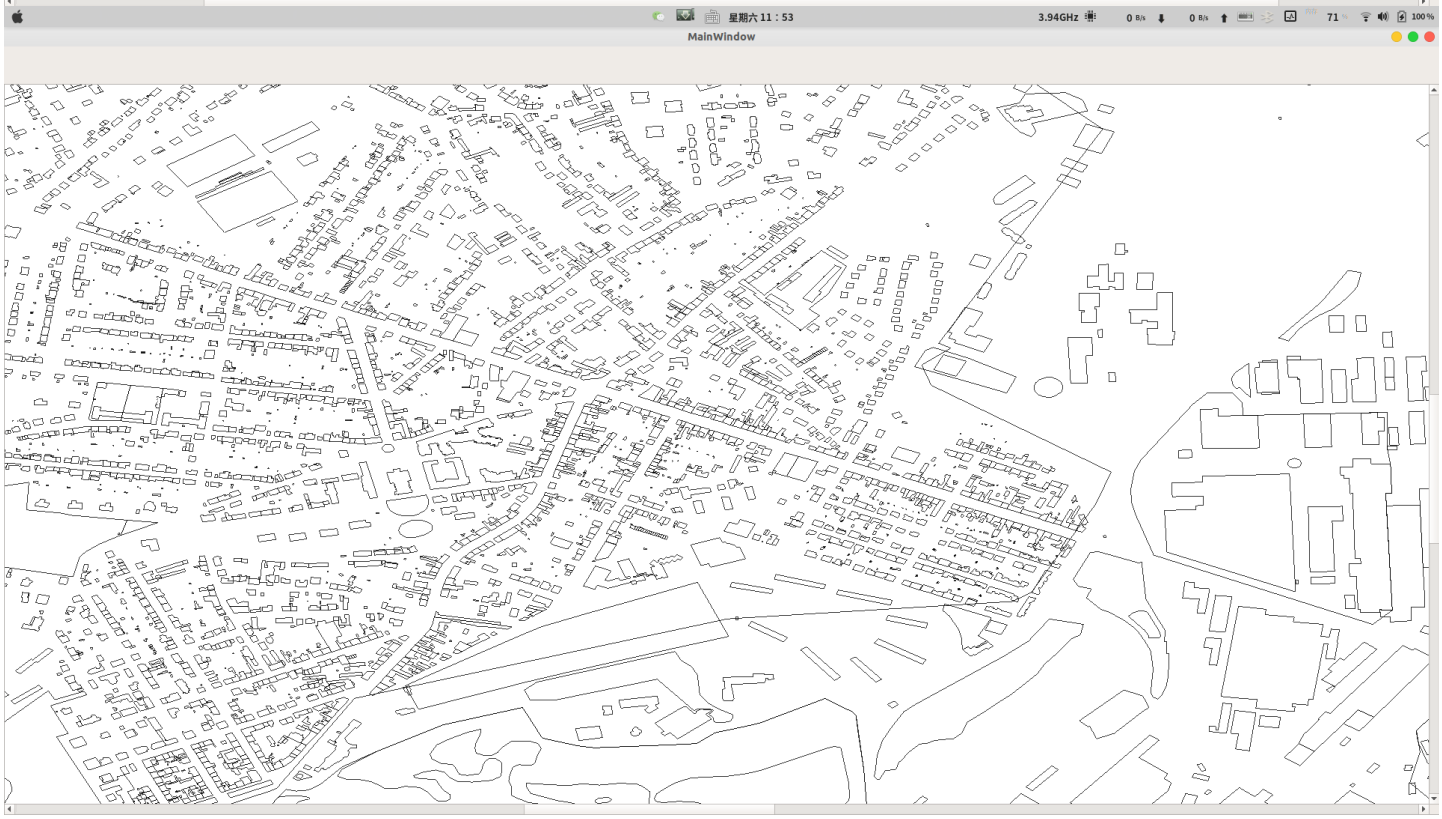
DataBase

- [x] Basic understanding for Libosmium
- [x] Using Libosmium to construct our own database, which is easier to use.
- [x] Drafted a brief user guide for the database

Rendering

- [x] Decided to use **QGraphicsView** as the basic class for the rendering
- [x] Understand the basic API of **QGraphicsView**
- [x] Implement a basic demo for rendering(only display the multipolygon in the osm file we found)
- [x] Implement the basic user interaction with the **QGraphicsView**, inlcuding drag and zoom





What I am doing for 17/11 - 23/11

DataBase

- [ ] Update features for rendering
  - [ ] Extract and catagorized the multipolygon into different types
  - [ ] Extract and catagorized the path into different types

- [ ] help update the database for routing if needed

Rendering

Displaying:

- [ ] Construct the **QGraphicItem** for differet types
- [ ] Specify the rendering style for different types of **QGraphicItem**

What I am going to do for 23/11 - 30/11

DataBase

- [ ] Implement the mercator projection for better display

Rendering

Displaying:

- [ ] Drawing the path we get from **Belal**
- [ ] Displaying names for independent point, marking the name of the places.

Interaction:

- [ ] Item selection when the user click on the item.

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