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| **Team Name:** | **Team Aeronauts** |
| **Team Members:** | JC Bunworth, Nathan Englert, Selamawit Ghirmai, Eugene Leong |
| **Problem that the application is trying to solve:** | We have selected the calorie counter application that will allow users to track foods consumed and report out on calorie consumption for a given time period in the form of charts and lists. Our application will utilize a login screen in order to pull the proper individuals information and to keep their data reasonably protected. |
| **How will you incorporate Object Oriented Design?**  **Describe the class and methods you will create** | Based on initial thoughts, we have specific points in which we can leverage various objects, classes, and methods in order to power the application.   1. Login Screen    1. Classes       1. Login - Class to contain methods the will verify a users credentials       2. Account - Class to contain methods that capture / load in user specific data       3. User - Subclass of account that identifies key details for a given individual    2. Methods       1. Login - Verify username and password align to grant access       2. Launch Create Account Screen - Load screen that will allow a user to register an account       3. Launch Main Screen - Assuming access is granted, launch the main screen for that user 2. Create Account Screen    1. Classes       1. Account Creation - Class to contain methods that will generate the required elements for the user class       2. User -Subclass to contain that capture user data and store away for later use 3. Main Screen    1. Classes - No specific classes identified yet. This will probably make use of already existing classes like Account and User    2. Methods       1. Add Food Item - Launch the add food item screen       2. Highlight Food Item in Table - Upon clicking a row in the table, highlight that column       3. Delete Food Item - Deleted selected food item(s) that are highlighted       4. Build calorie trending chart - Calculate calories and visual in a meaningful chart of some kind. Can be triggered by screen load or user input (TBD) 4. Add Food Screen    1. Classes       1. Foods - Class that defines a set structure for each food category and food. This will load the categories and data from a file and populate the proper fields in GUIs    2. Methods       1. Load Food Categories to Categories List - On form launch, load list of food categories for the user in a combo box       2. Load Foods to List - Upon choosing a category, load a list of foods from that       3. Save and New - Add the food item to individuals meal data and reset the screen to add another item       4. Save and Close - Add the food item to individuals meal data, open main screen, and close add food screen |
| **How are you planning on dividing up the assignments among the team?** | Once we have the final design together, we plan to break the work into small increments and each take pieces until the project is complete. We will probably leverage a tool like Trello to track that work and manage any dependencies in addition to using GitHub to share code and avoid stepping on each others work. |
| **Other Comments** | Need to have a quick design session to finalize application layout  Need to get a giant list of food data with calorie information |