11/13:

* GroupMe chat created for communication

11/18:

* Github repository created

11/22:

* Project chosen by unanimous vote

12/4:

* OpenSky API identified as ideal source of information necessary for project

12/7:

* Meeting with the purpose of determining roles, distributing labor, and code development
* Alex pushed code for the answer buttons to the git repository
* Dmitry pushed code for the main page to the git repository
* Liam creation of documents and powerpoint files to be submitted

12/9:

* Meeting with purpose of continuing development and preparing deliverables
* Michael pushed data fetching for OpenSky API
* Liam got the key for the AirportsFinder API and posted related information of github in API Key(s) + Link document
* Michael and Dmitry setup a time system to be used when accessing the OpenSky API
* Alex merged the code for the main page and game page of the GUI and pushed this to the github

12/10:

* Michael and Liam addressed questions regarding documentation to mentor John Wilkins and lab TA Miguel Mark

12/11:

* Liam created README file
* Documents submitted

12/12:

* JSON indexing incorporated, secondary OpenSky API call formatted with data from first call
* Airport Finder API incorporated
* All locations plotted on Google Maps (airports, airplane)
* Video filmed

12/13:

* Code combined and tested into one folder
* Video and code submitted