2/6 to 2/12 Week Goals:

- Choose a Project

-Set up the GitHub Repo (https://github.com/SimmeringRook/ProjectHarvest)

- Outline Database Architecture

- Outline Context Diagram and Diagram Zero

We debated between three projects and ultimately decided to pursue the Weekly Meal Planner that utilizes a Recipe/Inventory (Pantry and Fridge) Manager to help build a grocery list from. Thomas set up the GitHub repo on his account at: <https://github.com/SimmeringRook/ProjectHarvest>. We also discussed the various tables that we would need to keep track of relevant information (Recipes, Inventory) and how their relationships will map out. With an idea of what our data would be, we worked on how the information would be accessed by mocking up a couple of C# winform forms for a general feel of the GUI layout and the steps that would be taken to get or set data.

Non-specified Goals that were accomplished:

Visual Studio Solution:

* Settled on more permanent GUI layout
* Volume Unit Conversion Utility Class
  + Convert from US to Metric (and back)
  + Wrote Unit Tests
  + Refactored the code
* Added Entity Framework to the Visual Studio Solution
* Used Entity Framework to model the tables in HarvestDB
* Created the HarvestForm (main user form)
  + Added in basic functionality to test getting data from database and correctly populating the displays
* Created the InventoryForm (for adding and modifying items)

Database:

* Decided on what Database Architecture to use – SQL Server
* Created a rough database in SQL Server Management Studio