**WEEKLY STATUS REPORT FOR THE WEEK ENDING ON  
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***ACTIVITIES:***Meeting on March 31 to discuss splitting up the coding work for the remainder of the project and compare ideas for the matchmaking system.

***ACCOMPLISHMENTS:***

Came up with an outline for the matchmaking algorithm:

-Generate a graph using students as nodes, setting initial edge weights to 0

-Add value to each edge based on the number of classes in common between users

-Adjust value of each edge down/up based on previous responses to one suggested matches, and responses in common to similar suggestions between users

-Search and return the top n matches as the suggestion pool for the user in the application

***ISSUES/PROBLEMS:***

Lack of time to dedicate to the project this week, so spring break will be time to finish the project.

***PLANS:***

Finish the list of tasks for version 1.0 of the application (over spring break):

-Implement messaging, matchmaking, improve screen layouts