Mid Term Checkpoint Discussions

1. Few methods in Hash Table = insert, look up, remove, and how to handle collision.
2. Have two hash table, one read in from file and two for auxiliary storage. Beneficial because don’t need to implement different data structure
3. Idea for 2nd data structure: HEAP. Take unused event, insert the lowest value to the top of heap, call findMin to help user for Scenario feature(both choices are advantageous)
4. Alternative from Ryan: Graph structure, have events as graphs, and connect them with weights. Looking up in hash table is inexpensive, so switching from Hash table and graphs are convenient
5. Problem: scaling
6. Question: How will player interact?
7. Answer: If still stuck on text, stick with text. If able to have time, will transfer to GUI.
8. Suggestion: Distributing work will be more efficient,
9. Most important elements in project are use of data structure and justification of design decisions.