Mid Term Checkpoint Discussions

* Two to three, insert, handle collision, look something, remove?
* Two hashtable, one, and removed to put into a clone hashtable,
* Swapping back and forth,
* Second data structure idea, HEAP, take all unused event, take most beneficial vent put at top of heap, so can help scenario, yes or no will help
* Alternative, Graph like structure, event as graph, weights connecting, path of event, have 50 pts for edges to traverse, looking up in hashtable is cheap,
* Problem: scaling,
* Question, how player will play: if still text, will be text, if have time, GUI,
* Distributing work will be more efficient,
* Most important, use of data structure, design decisions, why this and why that.