Project Update

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In regards to graphics, so far we have implemented the main window that everything (the map, nodes, descriptions, options, etc) will be put on top of. We have the map on the window as well as a few of our labels and plan to implement buttons and drop-down menus to select features and options for navigation. We plan to give the option to either calculate the distance between two selected points (with the ability to avoid ones based on danger levels) or find the nearest node that features what you are looking for, such as armor or potion ingredients and calculate that distance.