Evan DeSantola
15-400 Milestone Report:

Major Changes: None

What's Been Accomplished Since Last Meeting:
- Random allocation of precincts to buckets to break ties in the geometry for bucket overlap
- Fixing the bug remaining in my computational geometry code from the last milestone report
- First draft of code for frontend of square buckets. As per the milestones, this was done in isolation of integrating the computational geometry algorithm. Unfortunately, there are still remaining bugs in this frontend code, as the interface doesn't click through properly. I am currently using React, and may also wish to consider transition to something more amenable to web-game design rather than what I am currently using, as this might lead to a better using experience.
- Validation that the methods for computational geometry will work correctly.

Meeting Your Milestone: Almost

Although most of the milestone work was met, I was not able to meet all of my milestone goals from last meeting. I had a lot more work with classes and an important other project I've been working on than I anticipated. Thankfully, the next few weeks are going to be significantly less busy and I hope to be able to catch up on the work that I missed.

Surprises:

The actual work towards the research had no surprises.

I had a large surprise for a side project that I've been working on that significantly disrupted my schedule. The work for this project should decrease on Tuesday of next week.

Looking Ahead:

- For the next weeks, I will work into completing the user interface and integrating the two methods into the interface. I hope that this process will go cleanly, but there will likely be a lot of bugs in this integration process.

Revisions:

- There are no revisions to the future milestones, except that I will have to make up the work that I missed from this milestone in my next milestone

Resources Needed: As of now, I have all the resource that I need.