\*destinations will inherit from sf rectangle because it is a lot more readable and it has a lot of functions we need

\*Each transport will only go to direct neighbours (this will be mentioned in further work because different neighbours can be added for different transport)

**Week 1**

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Task** | **Time Taken** | **By whom** |
| 21st Feb 2017 | User Specification and project plan | 3 hours | GF & KP |
| 23rd Feb 2017 | Functional and test spec | 2 hours | GF & KP |
| 21st-28th Feb 2017 | Algorithm and GUI research | 4 hours | GF & KP |
| 21st- 28th Feb 2017 | Basic GUI work | 3 hours | GF |
| 21st-28th Feb 2017 | Class & stub function implementation | 2 hours | GF & KP |
| 28th Feb 2017 | Network Topology Work | 3 hours | GF & KP |
| 28th-7th Mar 2017 | Network Topology testing | 3 hours | GF & KP |
| 01st Mar 2017 | Add/delete nodes and check network function | 2 hours | KP |
| 02nd Mar 2017 | Testing of add/delete nodes and check network function | 0.5 hours | KP |
| 02nd Mar 2017 | Pseudocode writing for pathfinding algorithm | 2 hours | KP &GF |
| 04th Mar 2017 | Inclusion of neighbours functionality | 2 hours | KP |
| 07th Mar 2017 | Neighbours functionality testing and fixing | 3 hours | GF |
| 07th Mar 2017 | GUI work | 3 hours | KP |