CS225 Final Project Team Contract

Team members :

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Communication

1. **Team Meetings**
   - Our team plans to meet once a week, with each meeting lasting for one hour. In the case of extra time needed, we will extend the meeting up to 2 hours. Our team will use discord to host the meetings, and share the screens when necessary. Halim Park (halimp2) will take notes of our discussion on a google doc and it will be shared within the group to keep track of the record.

2. **Assistance**
   - Through the team group on discord or on a chatting application. The reply should be
   - received within the day during weekdays or within two days during the weekend.

3. **Respect**
   - Our team has created a discord channel where we will be able to freely discuss the final project. Since most of our team members are at the same time zone, we are planning on having a meeting that everyone can make. For each person to have a say in the project, we will take turns to share each opinion.

Collaboration

1. **Work Distribution**
   - The workload will be based off of the parts each team member is assigned to. Each team member will be assigned different parts to the project depending on their interests and skills. Although through meetings there may be adjustments or addition to work loads, we will also readjust the work and divide any overwhelming amounts if it is assigned to a single individual.

2. **Time Commitment**
   - There is no set time commitment, but there is a commitment of completion. Each member is committed to finish the parts they are assigned to finish before the deadline or the next meeting session. But we are flexible of the workload and difficulty depending on individual schedules. Due to the existence of potential conflicts and differences in commitment, we arranged a meeting once a week to discuss and update each others' work to make sure we are on the same page.

3. Conflict Resolution
   - In the case of conflicts among the group, the teammates associated with the debate must take a vote and the side with the majority of votes will be given choosing right. In the case of tie, it will be broken by the game "Rock Paper and Scissors."(Or by asking the opinion of TA or Professor)

Final Project Goals

We will be using OpenFlights data and use Breadth First Search (BFS) as our traversal. We will use Dijkstra's Algorithm to determine the shortest path from one point to another. We will

Airport ID	Unique OpenFlights identifier for this airport.
Name	Name of airport. May or may not contain the **City** name.
City	Main city served by airport. May be spelled differently from **Name**.
Country	Country or territory where airport is located. See Countries to cross-reference to ISO 3166-1 codes.
IATA	3-letter IATA code. Null if not assigned/unknown.
ICAO	4-letter ICAO code. Null if not assigned.
Timezone	Hours offset from UTC. Fractional hours are expressed as decimals, eg. India is 5.5.
Type	Type of the airport. Value "airport" for air terminals, "station" for train stations, "port" for ferry terminals and "unknown" if not known. *In airports.csv, only type=airport is included.*
Source	Source of this data. "OurAirports" for data sourced from OurAirports, "Legacy" for old data not matched to OurAirports (mostly DAFIF), "User" for unverified user contributions. *In airports.csv, only source=OurAirports is included.*