**Meeting Minutes # 3**

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| Date | February 13rd, 2016 | |
| Time | 3:00 PM | |
| Location | | Lakeside 2 Lobby | |
| Attendees | | Elena Chong, Tim McDaniel, and Mitchell Murray | | |

The meeting started at 3:05PM

The purpose of today’s meeting is to discuss what we have all done so far.

During this meeting, we discussed the following:

1. Mitchell expressed concern about the data structure and A\* algorithm. We will need to consult with Dr. Wollowski for more help. (Keeping track of previous nodes, returning to previous node, and finding the wrong shortest route.)
2. Tim is working on the processing the data from a .txt file, and started working on the creation of the skeleton with the provided starter code from Dr. Wollowski.
3. Elena demonstrated the front-end of the GUI and talked about what is needed for the GUI to connect to the back-end.
4. Elena discussed the use of graphics to represent a map. We all discussed ways to represent the state of Nevada (making a polygon).
5. Based on the graphics of Nevada, all the cities will have coordinates based on the size of the frame used to represent the state of Nevada.
6. Mitchell brought up that we may not have time to implement the extra feature of allowing users to add new items to our files. So, we will just leave it in the GUI, but we won’t implement it if we do not get the time.

Problems encountered:

1. What data structure to use for the implementation of the A\* algorithm, if it is priority queue, how do we start?

| Action Plan | | | |
| --- | --- | --- | --- |
| No. | Action Item(s) | **Owner** | **Target Date** |
| 1. | Implement action listeners to the components on the GUI | Elena | 2/15/2016 |
| 2. | Solve the A\* algorithm problem if possible | Mitchell | 2/15/2016 |
| 3. | Finish implementing the backbone for the graph | Tim | 2/15/2016 |
| 4. |  |  |  |
| 5. |  |  |  |
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Next Meeting: Monday, February 15, 2016 during class time and evening.

The meeting was adjourned at 6:00 PM

Respectfully submitted,

Elena Chong