**Project Daily Sprint Log**

* **Saturday, 07/14/18**  
  Discussed the design of parser and any issues or questions regarding the input file. Determined which data structure would be the most efficient for the parser.
* **Monday, 07/16/18**Discussed how the Vector and parser would keep track of all the shapes. Determined whether there were any roadblocks.
* **Wednesday, 07/18/18**Discuss how we want to implement the add shape window, and the best design of the way to input the shape data/information.
* **Thursday, 07/19/16**Discussed how the program would implement the remove shape option. Whether the input will be a text input of rotary buttons.
* **Saturday, 07/21/18**Discussed how to implement the shape listing/report. Discussed how the data will be presented to the user. Ex. Table, Listing?
* **Monday, 07/23/18**  
  Completed finishing touches on GUI and testing functionality.
* **Wednesday, 07/25/18**

Discussed Documentation, Doxygen and Valgrind project requirements.

* **Thursday, 07/26/18**Review all project deliverables and corrected any issues.