Minutes (05.12.2017) at 13:30

* Uploading documents on gitlab and putting existing code there
* GUI plans – what program to use to set up a demo for it (Scene Builder?), checkboxes, easy and plain font, universal symbols
* Replayed to Jason for a new meeting hour as he requested
* Discussing converting our opengl prototype c to c++
* Discussing the provided data files (what files to include for the time being, what to exclude)
* Creating branches for each DEV and one additional for just documentation
* Uploading documentation on GoogleDrive
* Discussing rendering a plane path
* Assigning tasks to people :

1. Noura and Victoria will do GUI
2. Hugo will do more rendering – Switching to an Icosahedron sphere.
3. Emmanuel will convert from C to C++
4. Joel, Rumyana and Mark will work tomorrow (06.12.2017) on cleaning Jason’s files that he provided, writing them better and cleaner and looking into passing some plane positions from csv to opengl