22.02.2018 Group Meeting (Noura missing)

1.What’ve we done this week?

- looked into rendering fonts (as textures)

- displaying data into hours was started, a few issues with data size and multiple identical planes appearing on map discussed (solutions proposed – try sets in C++, after meeting hash map was proposed as well)

-GUI – discussed a few issues during work on it this week (eg buttons – we have to do button class)

-we need planes models finished soon (matrix class for it was already made my Emmanuel and ready for Hugo to use)

2. Next week

-look into limiting camera zoom for better performance

-loading planes hour by hour vital to be done so we can look into doing trails

-3D models of planes