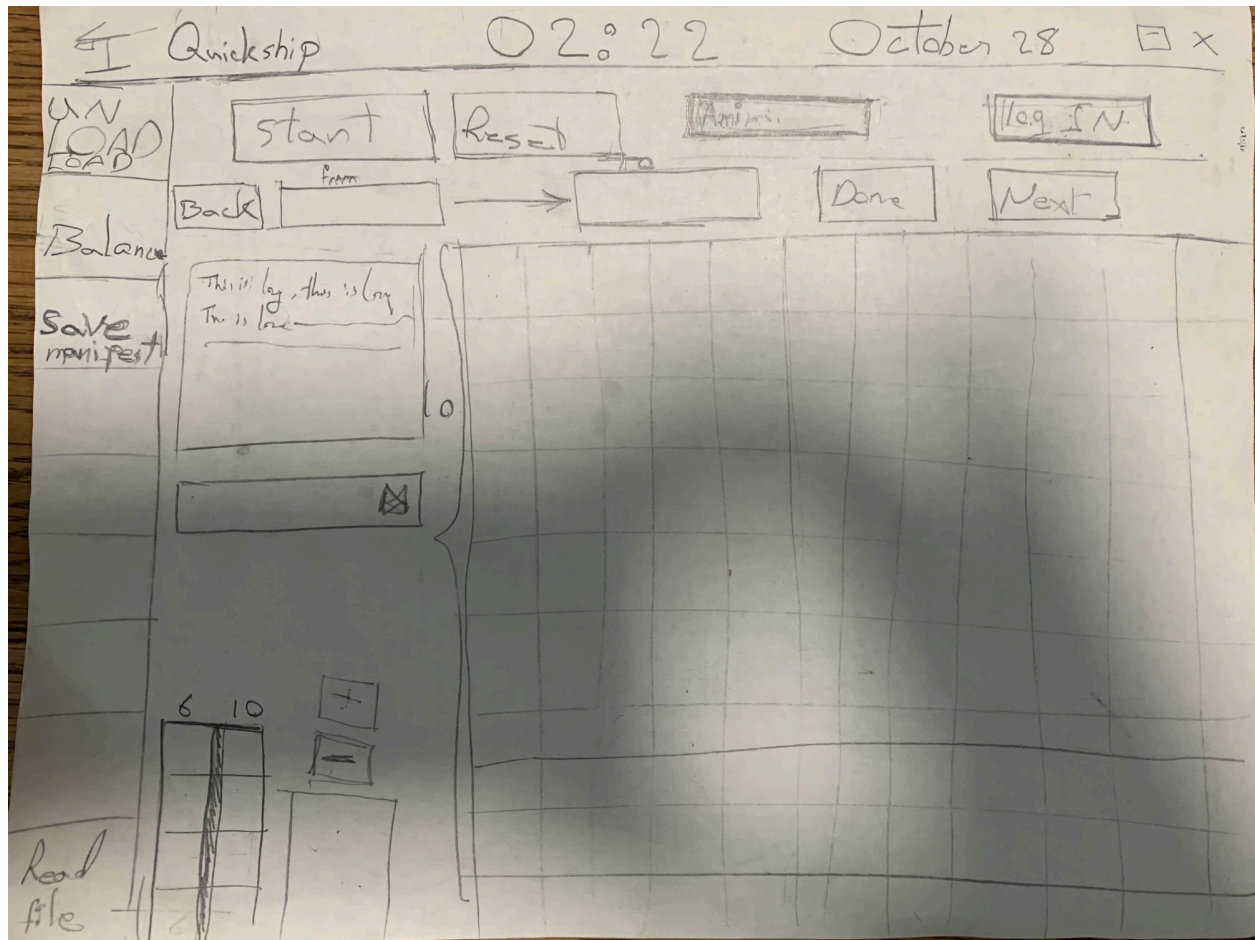
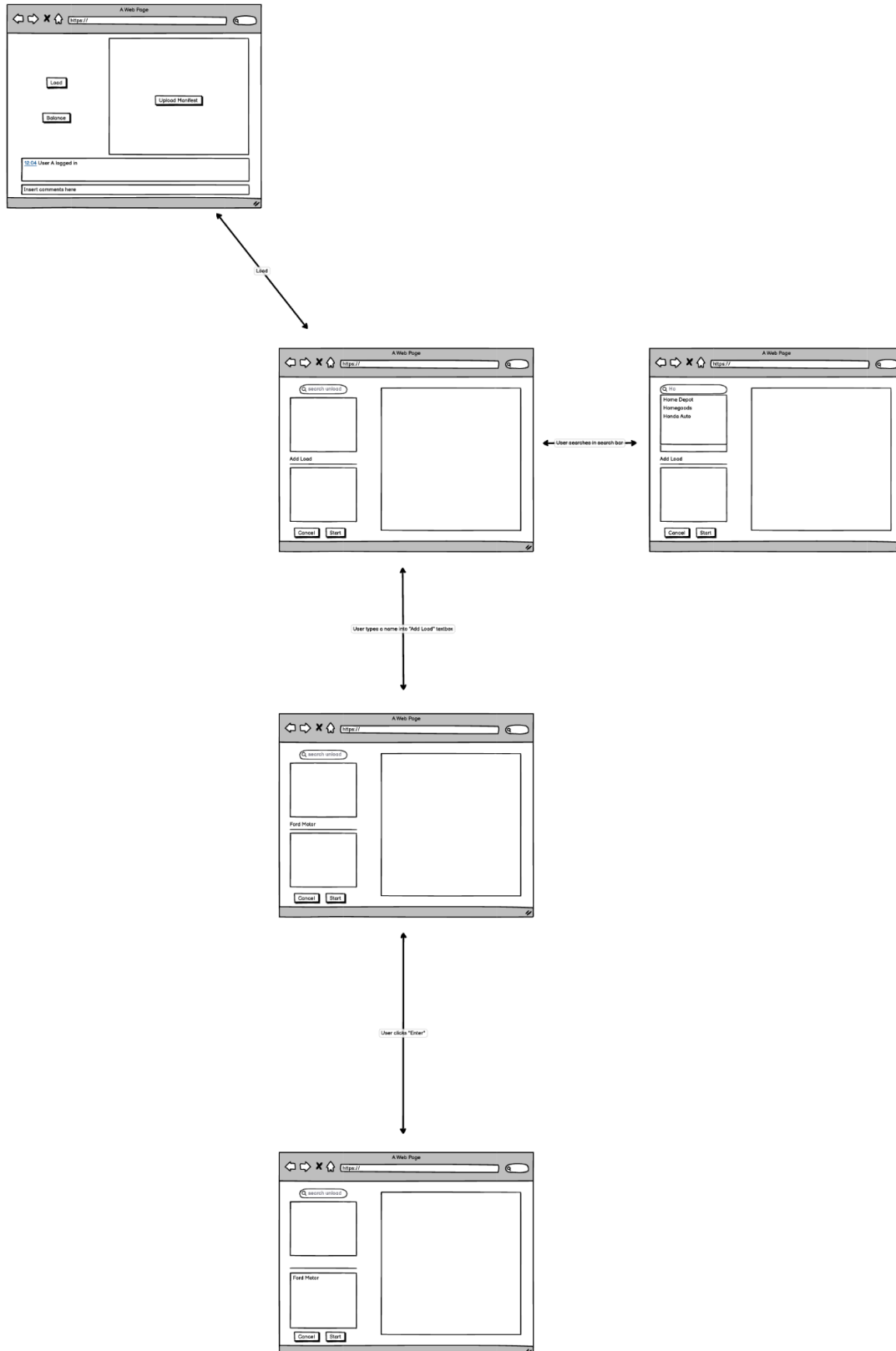


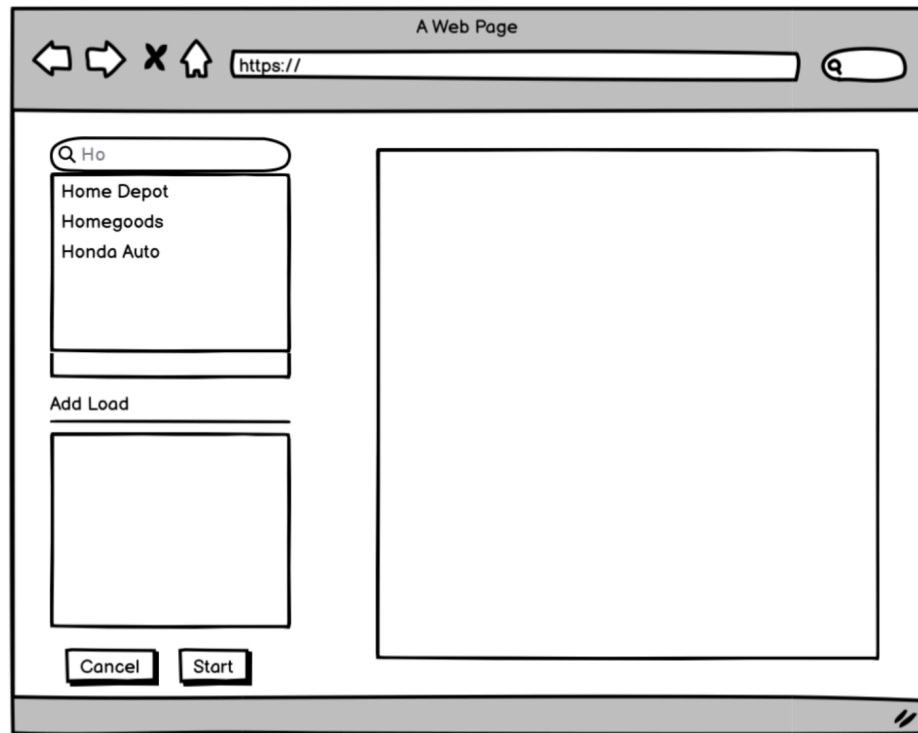
This was the first concept for the QuickShip interface.



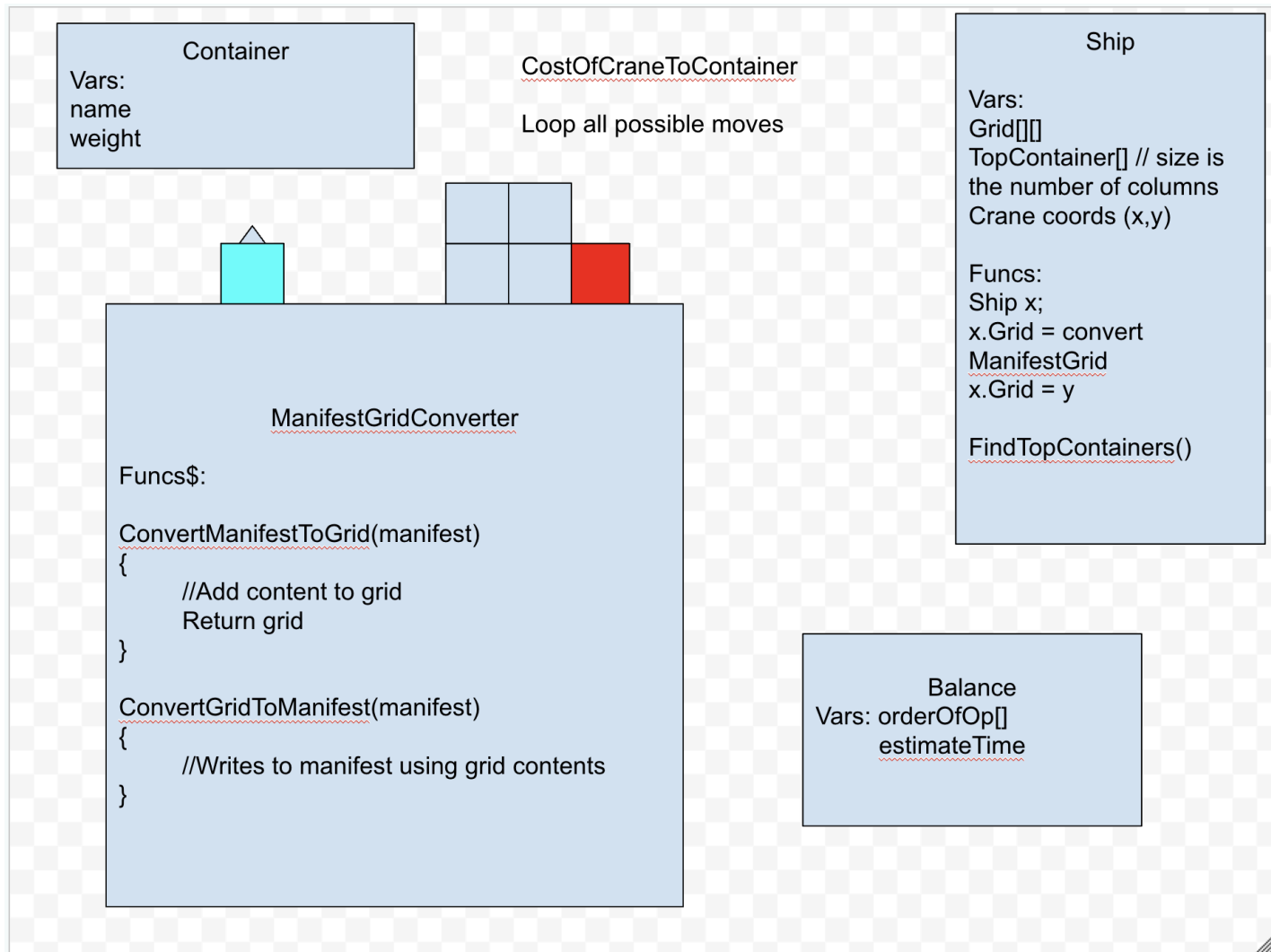
This diagram shows how the quickShip interface transitions based on the button pressed.



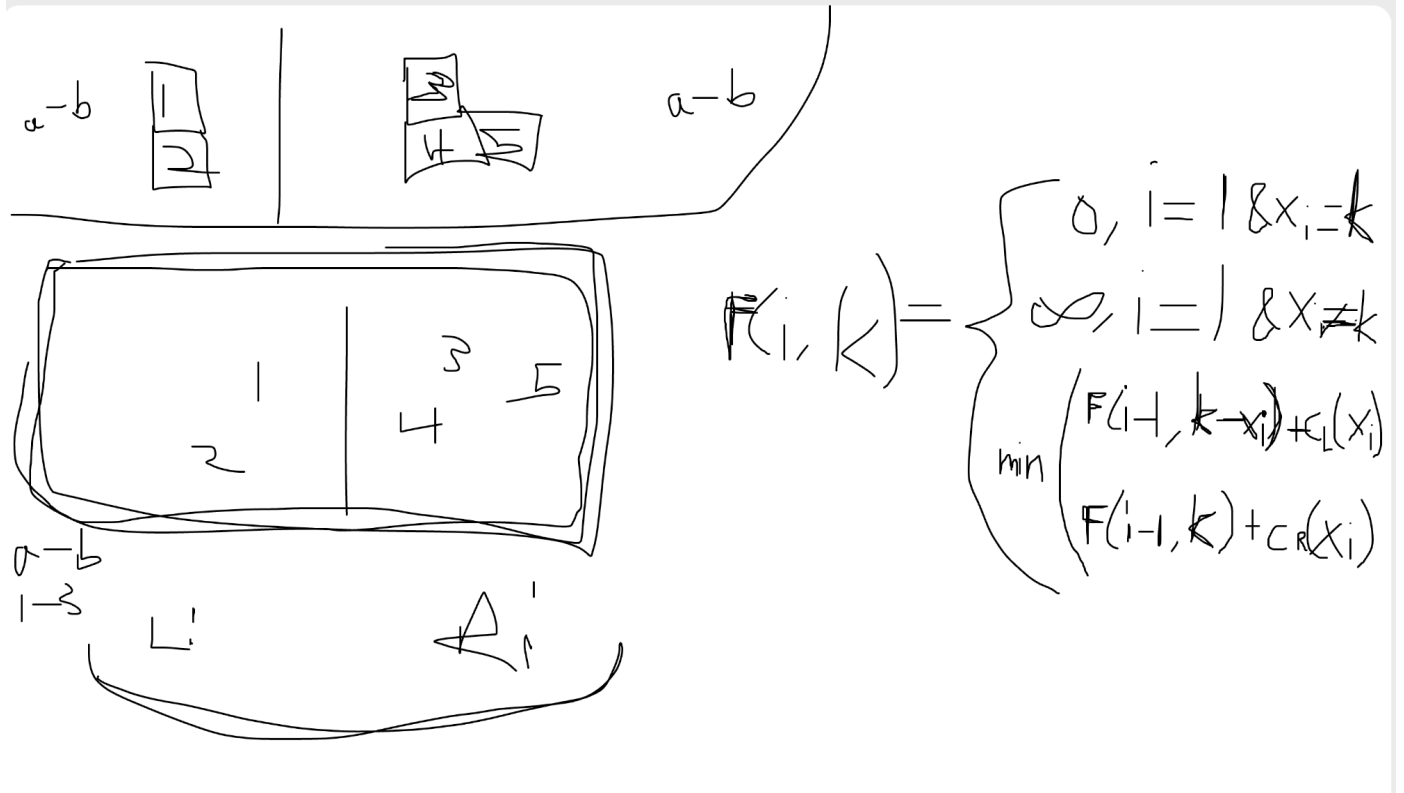
Searches in search bar →



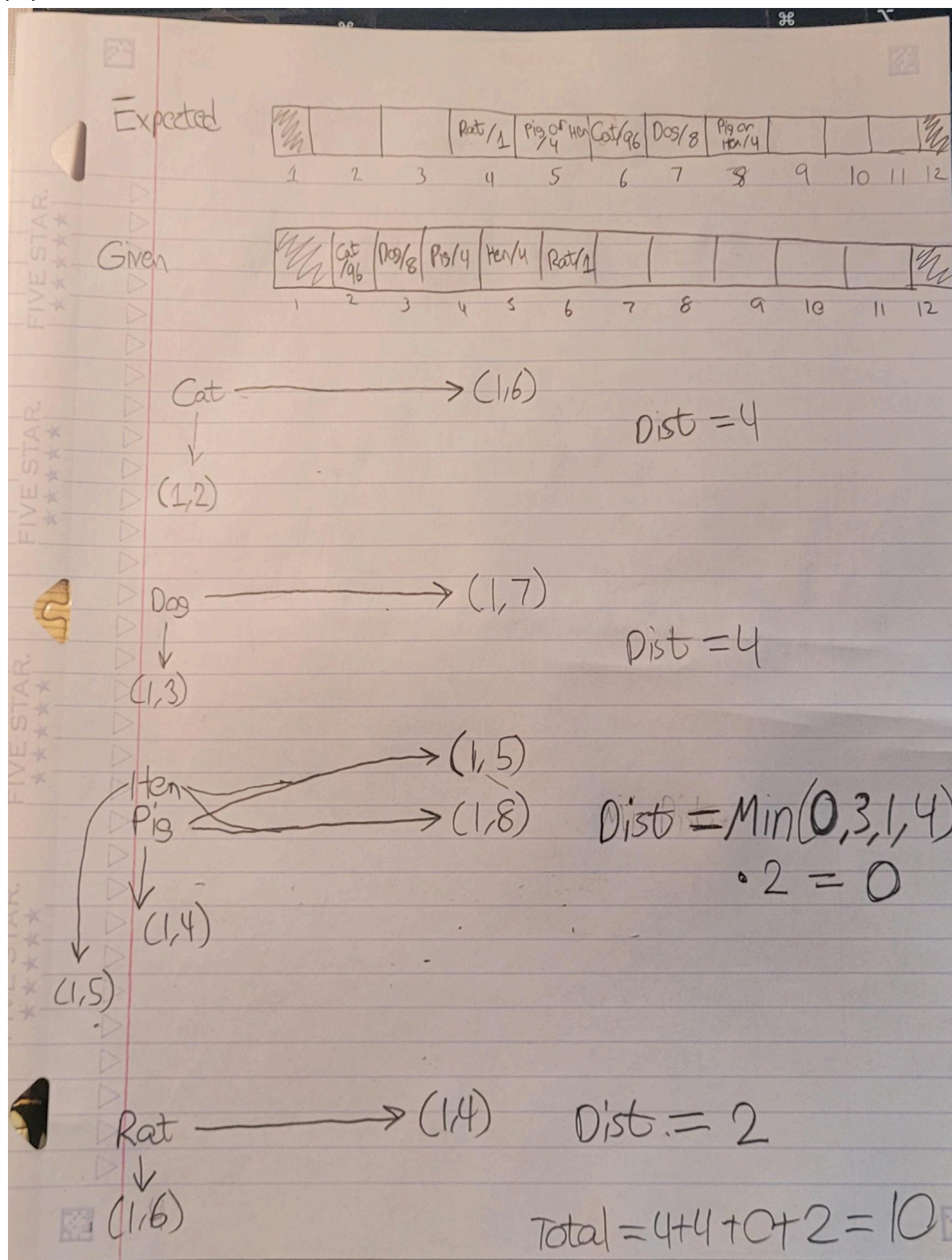
These were some of our first diagrams for the balance operation. It includes a container, ship, balance, and manifest grid converter class. We created this November 9th.



This was a recurrence equation idea for a heuristic for the balance operation that uses dynamic programming.



This is a practice problem for a SIFT operation heuristic idea. The algorithm is being run on paper.



This is a concept we came up with for representing the whole problem with the buffer. We combine the ship and buffer, and specify the virtual cells, loading zones, and places that can't be accessed.

