

## Milestone 3

### 1. Project Description

Our project is a Space Mission Tracker that helps users manage and track various aspects of space missions. It models entities such as missions, astronauts, agencies, spacecrafts, equipment, launch sites, training programs, mission logs and celestial bodies, and supports operations like assigning astronauts, logging mission details, tracking spacecraft used and overall tracking mission progress.

### 2. Timeline & Task Breakdown

Date	Task	Assigned To
Completed	Finalized project proposal, ER diagram, and incorporated TA feedback	All Members
In progress	Create relational schema, added extra attribute to create non PK/CK FDs, normalize FDs to BCNF	Split across Piyusha, Eason and Avi
Jul 24 (before the deadline)	Write and test SQL DDL <b>CREATE</b> and <b>INSERT</b> statements	Split across Piyusha, Eason and Avi
Jul 25–27	Project check-in, start backend development (Java–Oracle setup, program all required queries: INSERT, JOIN, UPDATE, DELETE, cascade-on-delete, etc.)	All Members (dividing the handle functions amongst us)
Jul 28–31	Frontend development (Java Swing): basic panels for different views, buttons for insertion/other operations, and layout (borrow time from the next task if needed)	All Members
Aug 1–3	Frontend-backend integration & testing: verify that all queries work (this can potentially be less time-consuming)	All Members
Aug 4–5	Final testing, bug fixes, polish GUI if needed, submit	All Members

### 3. Some notes

- At each stage, we will update README as required and if no updates, a text file that says “No extra information” will be included per the milestone requirement.
- Our group mostly has worked collectively so far - dividing up tasks as we go. We wanted to work on the backend collectively (rather than dividing backend + frontend) to ensure that (i) each member gets to work on both the backend and frontend, (ii) our backend works as want it to before we design the frontend and (iii) the integration between backend and frontend is smooth (with as few bugs as possible).