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Throughout this past week, I have been making updates to my Tkinter GUI that will serve as my UI for the project. I spent the earlier part of this week researching ways to display a video on a Tkinter GUI. After looking at numerous tutorials and websites I was unable to find a reasonable method that streams a video while maintaining the functionality of the GUI itself. Namely, most of the methods either display the video in a separate window or don't allow buttons and other GUI features to be concurrently displayed. Through websites and online tutorials, I found a few GUI + Video interfaces such as PyMedia and the python-gestreamer. In addition to these, Dr. Gabor also recommended PyGame as a possible solution. I am currently attempting to determine which of these methods is the most feasible in embedding a video.

Additionally, I began formatting the general layout of my GUI. I have added a title, run crash prediction button (with a tooltip), and created the dropdown menu. I will continue to add features as I further plan out the layout of the GUI. However, this will be dependent on the functionality of the video embedding interface of the package.