|  |  |  |
| --- | --- | --- |
| Date | Meeting # | Content/Progress |
| 2/6/2016 | 1 | Come up with the project proposal, the main plan is to design a web application that helps people to find unused parking space, and a backup plan is to design an app to call nearby drivers to drive user’s car to their destination when that user can’t drive. |
| 2/14/2016 | 2 | First use case done with detailed explanations. We also come up with other potential use cases. |
| 3/12/2016 | 3 | Discuss architecture/platform to build our app. Determine the flow of functionality (sign up--authentication—make search—choose available space—make payment). |
| 3/14/2016 | 4 | Make decision on platforms(Flask + HTML + Postgres)  Finish all other use cases  Start on implementing app functionalities. |
| 3/20/2016 | 5 | Main page frame is set up; it’s possible to make a Google API call to view the map page.  The space selection function on the back end has been implemented, but we haven’t connected it with the front end. |
| 3/24/2016 |  | Prototype presentation in class |
| 3/30/2016 | 6 | Planning for the database part, draw an ERD to show the potential relationship between two tables “User” and “Space”, decide keys and objects, draw a sequence diagram to show how every part connected. |
| 2/4/2016 | 7 | Implement tables in the database; create objects and hard code some “user” and “space”, for the purpose of testing. |
| 9/4/2016 | 8 | Connect the front end with the database; up to now if a user searches a key word on the search box, the app will show all available spaces within one mile by a marker on the map. |
| 13/4/2016 | 9 | Implement an info window for every marker on the map. Now user can see a “rent” button on the info window, and by clicking that a payment page will pop up. |
| 16/4/2016 | 10 | UI design; security log in; add more information on the info box (distance, address, etc.) |
| 20/4/2016 | 11 | Discuss a second API, use the crime API to tell the users that if they are renting spaces in a “safe” neighbourhood. Design testing plan. |
| 24/4/2016 | 12 | Wrap up everything; prepare for the project presentation; write project summary and instructions on how to use the app. |
| 29/4/2016 | 13 | Do the test plan, update the old documents, fix some bugs and plan for next version… |