Date: March 13, 2017

Project: Airline Entertainment

Project Description: We are creating a gaming app, which would be offered by airlines to provide on-flight entertainment for their customers

Project Members: Stephaine Cheng, Tyler Gaber, Kevin Santoni, Dario Trabucco

Current Status:

We have got in contact with our mentor and plan on setting up our first meeting as soon as possible. We are in the middle of exchanging emails with him and hope to set a date for the meeting. We have started to develop designs for the prototype. We broke down each page of the app and brainstormed on the format, content, and use case for each page and interaction on the app. With spring break coming up next week, we hope to start working with JustInMind after break.

Key Issues:

* Finding a time to meet our mentor that fits everyone’s schedule
* Spring break. Some team members will not be available during the break, which takes away progress on the start of our prototype
* Accessing JustInMind. Some members are having trouble accessing JustInMind with the key provided to us. We hope to resolve this issue next class

Planned Accomplishments

* Start building the prototype in JustInMind
* Set up a meeting with our mentor