Date: March 22, 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 are still in the process of setting up a meeting with our mentor. Our email exchanges are taking longer than we would like, but understand how busy our mentor’s schedule may be. Also, it is spring break this week and we don’t plan on getting much work done because of vacation plans each project member has. However, we were all able to get access to JustInMind and hope to start implementing our designs immediately 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

Planned Accomplishments

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