Date: March 28, 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 were able to find time and chat with our mentor. We talked about our project, the business case, and our current stage in the project timeline. He provided helpful feedback and suggested to research current airline apps to use as a reference for the app design. We have resumed our project at the beginning of the week. We met earlier today to go over what we need to accomplish in the next few weeks and how/when it will be accomplished. We are in the process of developing a slide deck draft and still working on the prototype.

Key Issues:

* None

Planned Accomplishments

* Develop a slide deck draft
* Meet next week to go over project progress and plan for next meeting