Date: April 4, 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 started working on our slide deck by breaking down the requirements and drafting up slides for each requirement. We plan on coming back together next class to revise slide drafts and get feedback from Professor Messina and other classmates. We started creating the pages for the app that we know are going to be in the final solution. These pages include the log in page and the main page where the user can find all the available games. We hope to start putting in more work the next couple of weeks now that we will have class time to do so.

Key Issues:

* Finding time for us all to meet outside of class to work on the project

Planned Accomplishments

* Slide deck draft
* At least create two to three pages for the prototype