# 27th April

Start working on project. Started setting up variables and constants. This involved looking over the template code and adding definitions for distance where appropriate.

I have also been researching quaternions. These appear frequently in game engines and I am curious about their feasibility in this project.  
<https://www.youtube.com/watch?v=zjMuIxRvygQ>

Ok this video has given me a migraine I will just use an array to store position information.

# 29th April

While messing around in my test planets project I have discovered that by not pushing the matrix, the translation begins to compound. This is useful for putting complex models together from basic shapes as the origin moves with each call to the translate function.



