Project: Creating a Voxel Rendering Engine

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| **Student Engineer: Alex McDermott** |  |
| **Student ID: N10494367** |  |
| **Supervisor:**  **Professor Clinton Fookes** |  |

# Meeting 1 – May 5th 3pm – 3:30pm

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| Agenda & Discussion | *Concerns around progress on project and management of workload* |
| Key project activities completed and reported on this meeting. | * *Planned next meeting (the following entry)* * *Expressed my concerns about my full-time work and part time university workload* * *Expressed intention to change from using Rust to JavaScript and reducing the scope of the final implementation* |
| Issues/concerns/questions remaining | None, my queries were resolved |
| Any risks identified (particularly HSE) | N/A |
| Ethical considerations | N/A |
| Sustainability considerations | N/A |

# Meeting 2 – May 5th 3pm – 3:30pm

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| Agenda & Discussion | *Queries about report structure and what was required in the Work Performance Report submission* |
| Key project activities completed and reported on this meeting. | * *Informed Professor Fookes that I did end up switching languages and that progress was being made* * *Asked about the best way to convey an interactive project like mine in a written report* * *Expressed concerns about appeal of project to markers and that the difficulties I encountered might not be understood* * *Received feedback from Clinton on how I could communicate these hurdles I overcame* |
| Issues/concerns/questions remaining | None, my queries were resolved |
| Any risks identified (particularly HSE) | N/A |
| Ethical considerations | N/A |
| Sustainability considerations | N/A |