Stellar Evolution Simulator Dev Timeline (Updated)

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# 4.29.2016

Data for different star masses will have been added and the database reading system will be capable of handling the different data sets for each star type. The outside view, HRD, and text readouts will be fully functional. It is likely that some layers in the internal view may need specific functions for themselves to calculate bounds, temperatures, etc., but the internal view should be fairly functional as well.

# 5.4.2016

This will be our time to look through everything for any major bugs and/or add some complexity to the interface and the project as a whole (granted there is time and everything else is operational). We will have been asking Dr. Carini throughout the process for his opinion, and this will be another time to consult him, this time to determine if there is anything wrong with our logic and what could be added to increase complexity (if necessary).

# 5.8.2016

We will do our final check of all our project materials to make sure they are working, as well as add to the project any last minute things to finalize it. This will likely be the last time we meet with Dr. Carini, to make sure everything is to his liking. It’s notable that in previous meetings he has expressed hope that he may be able to utilize our project in future astronomy classes as a demonstration, so we may try to cater some of the superficial factors to that end. Our final result will have a small selection of star masses to choose from, and will display an exterior graphic, interior graphic, readouts, and an HR diagram with the currently displayed star tracking across as its temperature and luminosity change.