Final Year Project Log Book

# Czar Ian Echavez

# Zombie Epidemic Universe Simulation

# Computer Science BSc

# Academic Year 2017-2018

|  |  |  |  |  |  |  |  |  |  |  |  |  |
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| **Date** | **Week Num** | | **Task (Phase Name)** | | **Task Information (Sub phase name)** | | **Comments** | **Result of activity** | | **Status of activity** | | **Future Notes** |
| 29/09/2017 | 0 | | Other | | Project Initiation Document | | Project Initiation document has been submitted for review |  | | Finalised | |  |
| 04/10/2017 | 1 | | Background research | | Looking at existing research papers on zombie mathematics | | found a good starting point for the formulas the simulation can be based on |  | | In Progress | | source: http://mysite.science.uottawa.ca/rsmith43/Zombies.pdf |
| 05/10/2017 | 1 | | Background research | | "" | |  |  | | Completed | |  |
| 06/10/2017 | 1 | | Background research | | Different parameters which could be used in the simulation | |  |  | | In Progress | |  |
| 07/10/2017 | 1 | | Background research | | "" | |  | refining the formula and brainstorming possible parameters for the simulation | | Completed | | Separate classes of removed zombies from destroyed zombies, because some corpses cannot be reanimated if destroyed. As well as figure out how to make the zombies decay. |
| 09/10/2017 | 2 | | Background research | | Different type of zombies in media | | 2 types of zombies, slow and fast; speed and durability of zombies as parameters |  | | In Progress | |  |
| 10/10/2017 | 2 | | Background research | | "" | |  | 2 more parameters that can be implemented | | Completed | |  |
| 11/10/2017 | 2 | | Background research | | Other factors in the simulation - the transmission parameter | |  |  | | In Progress | |  |
| 12/10/2017 | 2 | | Background research | | "" | |  |  | | Completed | |  |
| 12/10/2017 | 2 | | Background research | | Other factors in the simulation - natural death rate parameter | |  |  | | In Progress | |  |
| 13/10/2017 | 2 | | Background research | | "" | | Useful website, data.worldbank.com which has data about countries |  | | Completed | | CSV file format for the data |
| 13/10/2017 | 2 | | Other | | Meeting with Atta Badii, project supervisor | | Talking about ideas for the design stage | Starting to think of UML designs, colour schemes, especially for colour blind users | | Completed | |  |
| 14/10/2017 | 2 | Background research | | Zombie conversion ratio | |  | | |  | | In Progress |  |
| 16/10/2017 | 3 | Background research | | "" | |  | | |  | | Completed |  |
| 18/10/2017 | 3 | Background research | | Researching other development environments and programming languages | | Choosing to use C++ in a Visual Studio 2017 IDE | | | Chosen a programming language and an IDE to create the project in | | Completed | Research SDL and SFML |
| 19/10/2017 | 3 | Background research | | Research of SFML, SDL and DirectX | | I already have experience with SDL, SFML seems easier to integrate with other libraries. DirectX looks like hell | | |  | | Completed | Possibly going to end up with SDL, since no other graphics libraries may be used |
| 21/10/2017 | 3 | Background research | |  | |  | | |  | |  |  |