Oppdatert Fremdriftsplan for resten av semesteret

	M	T	W	R	F	Sat	Sun
Uke 13	COLREGs Classification	Ferdigstill ny fremdriftsplan Work on Introduction, backgound and theory chapters	Sim. difference between having and not having prediction Work on Introduction, backgound and theory chapters	Veiledningsmøte Research (les minst to artikkler)	Create simulation files for scenarios. Work on Introduction, backgound and theory chapters	Create simulation files for scenarios. Work on Introduction, backgound and theory chapters	Create simulation files for scenarios. Work on Introduction, backgound and theory chapters
Uke 14	Sim, evaluate, and tune: dyamic constraints dCPA and tCPA limits for COLREGs classification. Cost function	Sim, evaluate, and tune: dyamic constraints dCPA and tCPA limits for COLREGs classification. Cost function	Sim, evaluate, and tune: dyamic constraints dCPA and tCPA limits for COLREGs classification. Cost function	Create functinality to allow TS velocity vector to be drawn on simulation plots Find someone to compare results with	Create functinality to allow TS velocity vector to be drawn on simulation plots Find someone to compare results with	BUG SQUASHING Research (les minst to artikkler)	BUG SQUASHING Research (les minst to artikkler)
Uke 15	Create simulation files for scenarios. Run sims, gather data, tune parameters	Create simulation files for scenarios. Run sims, gather data, tune parameters	Veiledningsmøte Research (les minst to artikkler)	Decide what plots will ultimately be relevant to include in thesis. Design the look of chosen plots to look nice	Work on Method, results and discussion chapters	Work on Method, results and discussion chapters Research (les minst to artikkler)	Work on Method, results and discussion chapters Research (les minst to artikkler)
Uke 16	Create simulation files for scenarios. Run sims, gather data, tune parameters	Create simulation files for scenarios. Run sims, gather data, tune parameters	Work on Introduction, backgound and theory chapters Work on Method, results and discussion chapters	Work on Introduction, backgound and theory chapters Work on Method, results and discussion chapters	Work on Introduction, backgound and theory chapters Work on Method, results and discussion chapters	Work on Method, results and discussion chapters Research (les minst to artikkler)	Work on Method, results and discussion chapters Research (les minst to artikkler)
Uke 17	Create simulation files for scenarios. Run sims, gather data, tune parameters	Create simulation files for scenarios. Run sims, gather data, tune parameters	Veiledningsmøte Research (les minst to artikkler)	TBD	TBD	TBD	TBD
Uke 18	TBD	TBD	TBD	TBD	TBD	TBD	TBD
Uke 19	TBD	TBD	Veiledningsmøte Research (les minst to artikkler)	TBD	TBD	TBD	TBD
Uke 20	TBD	TBD	TBD	TBD	TBD	TBD	TBD
Uke 21	TBD	TBD	Veiledningsmøte	TBD	TBD	TBD	TBD
Uke 22	Write conclusion, abstract	Finishing touches	Finishing touches	Finishing touches	Finishing touches	Finishing touches	Finishing touches
Uke 23	**DEADLINE**						

LIST OF THINGS LEFT TO DO, SORTED BY CATEGORY:

Code	Sims	Research	Admin	Writing
Placement of Dynamic Constraints	Create more scenarios to simulate. Currently aiming for 8-12 different scenarios	Read at least two articles for each relevant topic. Some relevant topics might be:	Find someone to compare algorithm performance with	Yes
More thorough evaluation of dCPA and tCPA limits for COLREGs classification	Some Scenarios should be simple, some should be complex. Some scenarios should be tailored to showcase the algorithm, some should be real life locations	COLREGs	Schedule full scale test	
Static obstacles interpolation	Run each scenario simulation with three different settings: full TS prediction. Linear interpolation of Target Ship trajectory. and lastly Linear interpolation with Line of Sight blocked by static obstacles.	MPC	Design performance criteria for full scale test	
Strange index out of bounds error when using dynamic horizon (bug that needs to be squashed)	Make the plots look nicer :)	ASV	Run full scale test	
More thorough evaluation of Dynamic Horizon limits		Motion prediction		
Velocity vectors on Target ships when plotting simulations in NED		And more!		
Optimized runtime for full dyamic model				
More thorough evaluation of when a COLREGs situation should be reclassified as "safe"				
Never ending tuning of the cost function				
Examine if it's doable to make slowing down a viable collision avoidance strategy				

To future me: This is a comprehensive list, I'm 100% sure that there is stuff to do that I've forgotten about or haven't discovered needs to be done yet.