Project Notes

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Introduction

This notebook will serve as a reference for all activites related to the completion of my project. I will separate each entry by week, listing and describing everything I did that week and how it will help my project progress.

Week 1, 28th Sept - 4th Oct

This week I was introduced to the expectations for the project. I have started by scheduling a meeting with Stephen Laycock, my supervisor, and starting off my project proposal by doing some market research of similar software and reading some papers covering the subject of constructing trees using algorithms.
I have not yet decided any approach for the project due to being unsure what kind of aims I should be making, after my meeting with Stephen on the 5th I will hopefully know what route to be going down for the project.

Week 2, 5th Oct - 11th Oct

After my meeting with Stephen on the 5th I am more aware of what direction I will be taking the project. I will be creating an OpenGL module that can be added into a project to allow for the construction of trees in whatever environment the user has created. There are many avenues of complexity I can go down but at the moment I have decided that my focus will be to have the branch creation be as realistic as possible and hopefully include some sort of obstacle avoidance system wherever the tree grows. I have scheduled another meeting with Stephen for the same time next week on the 12th where we have agreed I should have completed the project proposal for review.