Navi Music Visualizer

Weekly Status Report 11

Overall Status: 47 hours behind

Number of Hours:

* Worked this Week: 17
* Worked in Total: 50 hours
* Anticipated total Hours needed for completion: 120

Accomplishments since last status report (based on proposal):

* Color options now technically available
* Optimization allows for much higher particle count (100,000)
* Oscillation exists

What tasks have been completed? What milestones have been met?

* Physics are fully realized (if FLiTs are to continue phasing through each other)
* FLiT design is finalized
* Firework collisions added
* Code has been cleaned up and testing has been made easier

Challenges encountered since last status report.

* Sound module of choice has had major dependency issues

What are some problems that you didn’t realize at the beginning of the semester?

* I waste too much time fine-tuning the visual aspect when other parts of the project need attention.

How have you overcome them?

* I experienced burnout early this evening, and have resolved to stop touching the visuals until the other parts are finished.

Plans/Goals for the next week. Include upcoming tasks, milestones, goals, and deliverables.

* + Play music
  + Get beat of music and apply it to oscillation
  + Get volume of music and apply it to pulsation and FLiT wildness

SPED Talk Insight (Briefly describe an insight or something interesting you learned from the SPED talks this week).

* N/A

Other comments for the instructor.

* No comments yet.

Ask a question to the instructor. He will collect the questions and answers and post them as an announcement.

* Will any advertisement of projects to other students be happening?

Ask for clarification on class instructions.

Provide additional information about your project that the instructor might be able to help with.

* I’m trying to get sound working using SFML, but it is giving me lots of trouble.

Video on updates:

<https://youtu.be/ciAW7jGhXKY>