

02/27/23 team meeting

Attendance: Kevin, Albert, Tiger, Sam, Wayne

Meeting Notes:

Have person meeting on Tuesdays from now on
Create Planet function needs to be updated
Metakernels will host all the data for a mission

Here are the plan and tasks we have for this week and next week:

- Create a function that will do all the bodies, not just the planets
- load kernels in properly
- Work on the front design of the objects

03/02/23 Sponsor meeting

Attendance: Kevin, Albert, Tiger, Sam, Wayne

Meeting Notes:

- Use FURNISH_C to load spice kernels
- Is content with the amount of work that we had to show for
- We are a little behind but not by much

03/07/23 team meeting

Attendance: Kevin, Albert, Tiger, Sam, Wayne

Meeting Notes:

Stuck on creating a line of trajectory
Can not map out the trajectory
Our menu has been created but it still has no functionality

Here are the plan and tasks we have for this week and next week:

- - map out day-by-day trajectory - sam, kevin, albert
- - have a functioning menu - tiger, niketh
- - a form that allows you to select mission times - albert, wayne

03/10/23 TA meeting

Attendance: Kevin, Albert, Tiger, Sam, Wayne

Meeting Notes:

- Met with David and came up with a plan to be on track
- We know that we are falling behind on displaying trajectory and still can load a mission in yet
- Moved the meeting to 4 instead of 5

03/14/23 team meeting

Attendance: Kevin, Albert, Tiger, Sam, Wayne

Meeting Notes:

- We can now load objects dynamically
- Orbits still don't work
- Menu was revamped

Here are the plan and tasks we have for this week and next week:

- Created an api that gets the body from the kernel in order to create the object

03/16/23 Sponsor meeting

Attendance: Kevin, Albert, Tiger, Sam, Wayne

Meeting Notes:

- Use spkobj to get ideas for the object in the kernel
- Use bodc2n to get the names for those ids

Here are the plan and tasks we have for this week and next week:

- hide and show planets/barebones of the control menu
- dynamically add the planets from the kernel
- Trajectories

03/21/23 team meeting

Attendance: Kevin, Albert, Tiger, Sam, Wayne

Meeting Notes:

- Rsvp for expo
- Created the API to return names of the bodies in a kernel
- No one is going to work on the project over break
- We want to add the objects dynamically from the kernel before the break

Here are the plan and tasks we have for this week and next week:

- hide/show planet functionality
- Scaled size planets from the kernel, finish dynamical adding objects from kernel
- spacecraft trajectories

03/27/23 – 04/1/23 Spring break