# Monday

## 6:50-7:50 Fill out learning log and work log

## 7:50-8:15 Create list of deadlines

## 8:45-12:00, 12:45-17:00, 17:50-19:15 Create design for framework

To do UI we use raycasting.

3:15

4:15

1:25

# Tuesday

## 11:00-12:00 Fill out work log

## 12:30-14:45 Set up project configuration

## 16:20-24:00 Set up project subsystems

# Wednesday

## 12:30-13:00 Research galaxy generation

<https://www.gamasutra.com/view/feature/131507/a_realtime_procedural_universe_.php>

<http://pcg.wikidot.com/pcg-algorithm:universe-generation>

## 13:45-16:00 Technical design workshop

## 17:15-18:15 Research procedural generation

# Thursday

## 7:30-9:00 Research PRNG

1:30

<https://stackoverflow.com/questions/1640258/need-a-fast-random-generator-for-c>

## 9:00-11:10,13:45-16:00 Research how to give planets random names

2:10

2:15

## 17:45-19:15 Research OpenGL textures and shaders

-15

## 19:30-19:45,22:00-23:00 Implement random planet name generation

0:15

1:00

# Friday

## 10:20-13:30 Update random planet name algorithm

## 13:30-15:30,21:00-1:00 Finish up the rendered

Shaders don’t support in and out, also layout location

Instead of in vec3 pos do attribute vec3 pos

-20 min

OpenGLES 2.0 does not support integers as a index type.

2 4

# Sunday

## 15:50-16:15 Fill out learning log

## 19:40-0:00 Work on the render pipeline