# Monday

## 8:45-9:10 Fill out learning log

0:25

## 10:00-11:55,13:00-16:15 Add TSP

-1.5 hour debugging with Paul

-0.5 hour destroying code with Bryan

1:55

3:15

5:10

3:10

## 16:15-17:15 Make sois on map merge

1:00

## 18:45-19:20 Fill out learning log

0:35

# Tuesday

## 11:45-12:15 Fill out previous learning log

## 12:15-13:15 Fill out this learning log and work log

## 15:00-18:20, 19:00-22:00 SOI expansion

3:20

3:00

# Wednesday

## 10:30-13:00 Colonize surrounding planets

2:30

## 15:00-16:45 Expand map

1:45

## 16:45-17:30,19:00-20:15 Optimize rendering a bit

0:45

1:15

2:00

# Thursday

## 7:20-8:00, 9:20-11:45, 12:45-17:00 Make map expand

-5min

Steps

Make map follow camera

Make map clip in playable space

Make map fullscreen

0:40

2:25

4:15

7:20

Pseudocode

toggleFullscreen

Change model matrix scale

Thats bout it actually.

Overwrite setpos function cuz i dont use polymorphism for map (and even then making setpos virtual is no big deal).

New vessel design

Drop fsm?

Fighter states

* Roam
* Fight
  + Add toCarryVessel state?

Discovery states

* Travel
* Colonize

Supply vessel

* Travel
* Tax
  + Could also add fuel if wanted

Carrier vessel

* Travel
* Transfer friendlies
  + Add requestFighters func to planet

It is undetermined if all stars have planets, I don't have stars yet though.

# 

# Friday

## 15:45-19:15 Optimize rendering

# Sunday

## 14:45-15:15 Fill out learning log

## 15:15-16:00 Fill out next sprint learning log