

**Computer Games Technology**

A JavaScript Runtime for Hardware Accelerated Applications

**Computing Honours Project (COMP10034) Project Management Report**

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# 1.0 Management Overview

## 1.1 Workflow

## 1.2 Gantt Charts

## 1.3 Version Control

## 1.4 Online Repository

## 1.5 Statistics

# 2.0 Supervisor Meetings

## 2.1 Meeting 1

**PROGRESS AND MANAGEMENT MEETING AGENDA**

**Student:** William Taylor **Supervisor:** Paul Keir

**Meeting Number:** 1  **Date/Time:** 12:00 19/09/2016

**PROGRESS**

* Submitted draft project specification.
* Bought new books on OpenGL& OpenCL.
* Acquired new hardware for my home PC.
* Got a HelloWorld demo setup for my idea.
* Made improvements to my project specification after consultation.

**AGENDA FOR FORMAL MEETING**

1. Final review of project specification
2. Reflection on early work
3. Idea generator for impactful demonstrations
4. Review on scope and on likelihood of a successful project which stands out.
5. Date of next formal meeting

**MANAGEMENT MEETING MINUTES AND PLAN**

**Student:** William Taylor **Supervisor:** Paul Keir

**Meeting Number:** 1 **Date/Time:** 12:0019/09/2016

**MINUTES**

The following tasks and issues were discussed and specific actions agreed:

1. Summarised basic process
2. Discussed project ambitions
3. Discussed project potential
4. Demonstrated current work
5. Final review of project specification
6. Discussed project ideas

**PLAN**

For the next month:

* Submit project specification
* Have basic OpenCL & OpenGL functions bound
* Figure out demonstration ideas.
* Figure out how to demonstrate the project through media eg blogs.

**PROGRESS AND MANAGEMENT MEETING AGENDA**

## 2.2 Meeting 2

**Student:** William Taylor **Supervisor:** Paul Keir

**Meeting Number:** 2  **Date/Time:** 12:00 26/09/2016

**PROGRESS**

* Refactored solution
* Finalised project specification
* Better window support.
* Background thread system
* Dealt with race conditions
* Tweaked marking scheme

**AGENDA FOR FORMAL MEETING**

1. Final review of project specification.
2. Summarise project goals.
3. General points of view for a good project.

**MANAGEMENT MEETING MINUTES AND PLAN**

**Student:** William Taylor **Supervisor:** Paul Keir

**Meeting Number:** 2 **Date/Time:** 12:0026/09/2016

**MINUTES**

The following tasks and issues were discussed and specific actions agreed:

1. Ways to maximise marks with the project
2. Project specification signed off and reviewed.
3. Weekly meetings agreed with an informal format

**PLAN**

* Gantt chart made and uploaded to the GitHub repository
* Make more progress on OpenGL + OpenCL books
* Start interim report template
* Finish core features of the platform.

**PROGRESS AND MANAGEMENT MEETING AGENDA**

## 2.3 Meeting 3

**Student:** William Taylor **Supervisor:** Paul Keir

**Meeting Number:**  3  **Date/Time:** 10:30 20/10/2016

**PROGRESS**

* Working on debugging
* Working version of external libs
* Literature review
* Presentation plan

**AGENDA FOR FORMAL MEETING**

1. Finalise design for the literature review
2. Finalise design for the presentation
3. Final review points for December

**MANAGEMENT MEETING MINUTES AND PLAN**

**Student:** William Taylor  **Supervisor:** Paul Keir

**Meeting Number:** 3 **Date/Time:** 10:30 20/10/2016

**MINUTES**

The following tasks and issues were discussed and specific actions agreed:

1. Showed ability to load modules via npm
2. Discussed debug ability
3. Discussed the presentation plan
4. Discussed the plan for the interim report
5. Reviewed sources used for writing the interim report
6. Set out the tasks for next week

**PLAN**

The following tasks and timelines have been agreed both for the next month and beyond:

* More bindings for OpenCL + OpenGL
* Additional user testing to make sure bugs are at an all-time low
* Build basic template for the presentation
* Build basic template for the interim report

**PROGRESS AND MANAGEMENT MEETING AGENDA**

## 2.4 Meeting 4

**Student:** William Taylor **Supervisor:** Paul Keir

**Meeting Number:** 4  **Date/Time:** 12:00 31/10/2016

**PROGRESS**

* Failed on debugging for now
* Got new OpenGL bindings
* Shader support
* OpenCL C bindings now available
* Basic OpenCL kernel program written

**AGENDA FOR FORMAL MEETING**

1. Discuss current progress of binding APIs
2. Look at additional topics for the literature review
3. Progress review for the trimester
4. Possible change to project specification

**MANAGEMENT MEETING MINUTES AND PLAN**

**Student: William Taylor Supervisor: Paul Keir**

**Meeting Number: 4 Date/Time:** 12:00 31/10/2016

**MINUTES**

The following tasks and issues were discussed and specific actions agreed:

1. Showed the new OpenGL demo
2. Showed the new OpenCL demo
3. Showed the usage of typed arrays
4. Talked about changing the specification
5. Talked about progress towards a good grade

**PLAN**

The following tasks and timelines have been agreed both for the next month and beyond.

* To flesh out the demos for the honours presentation and start work on the interim report

## 2.5 Meeting 5

## 2.6 Meeting 6

## 2.7 Meeting 7

## 2.8 Meeting 8