

# March/April review

(written 28-30 April)

The end of April marked an important time in my project. I have decided that one of the reasons why I am not making much headway is because I am trying to tackle too much at once. Therefore in order to combat this, I am scaling down the size of my project.

The timeline has been updated to reflect the reduction in scale. An additional change is that the objectives for May and June have been made more concrete, so I know what I'm aiming for. Additionally, time estimates have been added to the tasks on the timeline. I am ideally aiming to spend one hour per day on my EP on average over the coming two weeks; this gives me 30 hours to allocate per month on my timeline. This has helped to see what could ideally be done in two months of solid work; however I am allowing some flexibility in order to prioritise my exams.

Overview of this month's progress on the (original) timeline:

## **Unfinished from February:**

*Targets:*

- Start a prototype of fluid simulation (done 7/3/13)

## **End of March:**

*Targets:*

- Create landscape meshes (not done)
- Improve on fluid simulation (done)

## **End of April:**

*Targets:*

- Finish a prototype of 3D fluid simulation (not done)
- Assess the result (with initial feedback from others) (not done)