Timeline plan

(Timeline created 14 January)

End of January:

Considerations: Exams and coursework may leave me short of time.

Targets:

- Decide on, and have an overall knowledge on, the method of fluid dynamics simulation to use. (done)
- Start work on the mesh code. (done)

End of February:

Targets:

- Make a working demo of the mesh renderer. (done)
- Start a prototype of fluid simulation (done, 7 March)

End of March:

Targets:

- Improve on fluid simulation (done)

End of April:

Targets:

- Research the method of cloth simulation to use (done)

(Timeline revised 30 April from this point onwards)

End of May/June:

Considerations: Exams will leave me short of time

Targets:

- Research linear algebra, representing 3D points and transformations as vectors, matrices and quaternions (done)
- Implement grid mesh (est. 6 hours) (done)

(Timeline revised 17 June from this point onwards)

End of July:

Considerations: Summer schools will leave me short of time (only two weeks in this month!)

Targets:

- Implement verlet integration (est. 6 hours) (done)
- Create prototype of 3D fluid simulation (est. 4 hours)

End of August:

Considerations: Summer arrangements: I will only have one free week in August

Targets:

- Implement camera perspective (est. 4 hours) (done)
- Review sources used and start writing up evaluations

End of September:

Considerations: University applications may leave me short of time

Targets:

- Assess the result (with feedback from others)
- Polish demo: add effects and decorations
- Prepare presentation

October:

Targets:

- Polish demo
- Finish presentation

Final submission by the second week of October