**Work Completed**

-Found approximately 400 galaxy images suitable to be transformed into skeletons

-Galaxy images are found in the Spiral Galaxies folder.

- Images are organized in four batches of about 100 images each.

-Edited galaxies (in separated batches) by drawing white lines through each galaxy.

-Created a script that turned edited galaxy images into skeletons of only black and white. This is the *GalaxySkeletonConverter* in the visual studio solution.

-Created script that accessed skeleton images, found the center of the galaxy, and applied a Floodfill algorithm using the center. The script also found the farthest point from the center and its Euclidean Distance.

**TODO:**

-Use A Algorithm, a variant of Dijkstra’s Algorithm and the A\* Algorithm to find the distance from the farthest point to the center.

-Use that distance to calculate the average curvature of an arm in the galaxy.