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Application: Stellarium  
Target Platform: Mac OS X & Ubuntu Linux

### General Milestones

9) Within ParseHip.C within the util folder, there is a structure Vector that is a data structure, this could be modified into an object to calculate various properties between two stars, such as azimuths and also this could be the underlying structure to modify in case we want to draw a line between two stars as well. The vector contains all the necessary variables to make these calculations and modifications. Perhaps this could be modified into a StelLocation object or add a StelLocation object into the structure, so we can use a StelNavigator later on down the road to draw the necessary implementations.

Within constellation.cpp, there is a structure to determine the brightest star. This could be modified to increase the second brightest star in the constellation and then connect the two together via a line segment of a different color, such as red.

Within Atmosphere.cpp, we could possibly calculate what the user is currently looking at in the environment, via another line to designate what constellation they are actually looking at in the sky.

10) The most difficult implementation of my target data structure would be implementing the graphics part of it. By modifying the functions that calculate the brightest star and such, the program still compiles but we may run into issues when we start actually drawing lines/views into the program.