Lucius Kwok (VC1B)

lk@felttip.com

Project: Orbital Mechanics Simulator

Total Hours per Week by Type of Activity

Week	Start	End	Supervisor discussion	Team discussion	Design	Coding	Documentation	Testing, debugging	Research, training, learning	Other	Total hours for the week
1	1/26	2/1	0.0	0.0	0.0	0.0	5.8	0.0	4.0	7.1	16.9
2	2/2	2/8	0.0	0.0	0.0	0.5	8.8	0.0	6.7	0.0	16.0
3	2/9	2/15	2.0	0.0	0.0	0.0	5.0	0.0	16.3	0.0	23.3
4	2/16	2/22	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
5	2/23	3/1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
6	3/2	3/8	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
7	3/9	3/15	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
8	3/16	3/22	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
9	3/23	3/29	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
10	3/30	4/5	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
11	4/6	4/12	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
12	4/13	4/19	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
13	4/20	4/26	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
14	4/27	5/3	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
15	5/4	5/10	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
16	5/11	5/17	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Semester Total			2.0	0.0	0.0	0.5	19.6	0.0	27.0	7.1	**56.2**

Activities Completed

Date	Start	End	Hours	Category	Description of completed task	Challenges and/or next steps	Reflection
Sun 1/26/25	4:00 PM	5:30 PM	1.5	Other	Reviewed course materials and communications on Blackboard & updated my calendar app with course calendar	Set up Fastmail so Blackboard notifications are not filtered as spam	
Sun 1/26/25	6:00 PM	9:00 PM	3.0	Other	Started filling out intake survey, preparing resume, and reviewing project proposal requirements	Finish intake survey and continue working on project proposal	
Mon 1/27/25	5:00 PM	7:05 PM	2.1	Other	Attended orientation & took quiz		
Wed 1/29/25	5:00 PM	7:00 PM	2.0	Documentation	Brainstormed ideas for project proposal. Talked to supervisor over text messages.	Design a project that meets course requirements & that I want to work on	Project needs to be complex enough, and ideally would solve a real-world need.
Wed 1/29/25	11:00 PM	11:30 PM	0.5	Documentation	Looked into timelog template and examples to determine what it needs to do		
Thu 1/30/25	12:30 AM	2:00 AM	1.5	Documentation	Adapted timelog template for my own needs		Added start and end times so it can calculate hours, and changed formatting.
Thu 1/30/25	3:30 AM	5:00 AM	1.5	Documentation	Filled out and submitted intake survey. Uploaded resume and saved as draft. Worked on project proposal.	Upload first timelog when it is done. Work on refining project proposal.	I have a supervisor but the project proposal is still very nebulous.
Thu 1/30/25	6:40 AM	8:40 AM	2.0	Research, training, learning	Research into project proposals and games that could be used as inspiration.		Could go back to ideas for projects I've been wanting to do going years back.
Fri 1/31/25			0.5	Other	Download and install Unity, Adobe CC, Maya, and other software that might be used for project.		
Fri 1/31/25	9:00 AM	11:00 AM	2.0	Research, training, learning	Research into game engines, physics, procedural generation, and other game-related topics	Pick a game engine & decide which area to focus on for differentiating this project from others	Orbital mechanics simulator suggested by ChatGPT seems like the best idea
Sat 2/1/25			0.3	Documentation	Write out reflections on time spent and submit time logs along with resume		
Wed 2/5/25	10:00 PM	11:59 PM	2.0	Research, training, learning	Researched terms and concepts used in project proposal survey		
Thu 2/6/25	12:01 AM	4:00 AM	4.0	Documentation	Updated project proposal & filled out related survey. Created GitHub Project issue tracker.		
Thu 2/6/25	5:30 AM	6:00 AM	0.5	Coding	Created & set up GitHub repo for the project		
Thu 2/6/25	6:00 AM	7:00 AM	1.0	Research, training, learning	Researched workflow & project management software involving Unity, Git, and Github	Go through Unity 3D tutorials	
Fri 2/7/25	1:50 PM	3:50 PM	2.0	Documentation	Further updated project proposal and survey		
Sat 2/8/25	12:01 AM	2:30 AM	2.5	Documentation	Completed and submitted project proposal and survey	Work out project schedule and scope	
Sat 2/8/25	11:20 AM	3:00 PM	3.7	Research, training, learning	Completed a Unity Beginning 3D Game Development tutorial	Continue with 3D tutorials	
Sat 2/8/25			0.3	Documentation	Worked on time logs and writing reflections		
Sun 2/9/25	12:01 AM	3:00 AM	3.0	Research, training, learning	Worked on another Unity 3D tutorial		
Mon 2/10/25	12:01 PM	2:00 PM	2.0	Supervisor discussion	Meeting with supervisor		
Wed 2/12/25	10:30 AM	11:30 AM	1.0	Research, training, learning	Research for Diagrams deliverables & GitHub Projects		
Wed 2/12/25	12:01 PM	2:00 PM	2.0	Documentation	Work on Diagrams slide deck		
Wed 2/12/25	2:00 PM	4:00 PM	2.0	Research, training, learning	Work through Unity 3D tutorials		

Lucius Kwok (VC1B)

lk@felttip.com

Activities Completed

Date	Start	End	Hours	Category	Description of completed task	Challenges and/or next steps	Reflection
Thu 2/13/25	12:15 AM	1:30 AM	1.3	Research, training, learning	Work through Unity 3D tutorials	Tutorials are too basic or have irrelevant info for my project.	WIll probably have to figure it out on my own with Google searches.
Thu 2/13/25	3:15 PM	4:45 PM	1.5	Documentation	Work on diagrams	Start sketching out UI next	
Fri 2/14/25	7:00 AM	8:00 AM	1.0	Documentation	Submit project tools survey. Create changelog and readme docs.		
Fri 2/14/25	10:30 AM	3:30 PM	5.0	Research, training, learning	Work through Unity Essentials tutorials		
Sat 2/15/25	7:00 AM	11:00 AM	4.0	Research, training, learning	Work through Unity Essentials tutorials		
Sat 2/15/25			0.5	Documentation	Update and reformat timelogs. Write reflections.		