

Lucius Kwok (VC1B)

lk@feltp.com

Project Title: Orbital Mechanics Simulator (provisional title)

Time logs for period:	2/2/2025 to 2/8/2025
Total hours in this period:	16.0
Total hours this semester:	35.9

Date	Duration (hours)	Type	Description of completed work	Challenges and next steps
2/5/25	2.0	Research, training, learning	Researched terms and concepts used in project proposal survey	
2/6/25	4.0	Documentation	Updated project proposal & filled out related survey. Created GitHub Project issue tracker.	
2/6/25	0.5	Coding	Created & set up GitHub repo for the project	
2/6/25	1.0	Research, training, learning	Researched workflow & project management software involving Unity, Git, and Github	Go through Unity 3D tutorials
2/7/25	2.0	Documentation	Further updated project proposal and survey	
2/8/25	2.5	Documentation	Completed and submitted project proposal and survey	Work out project schedule and scope
2/8/25	3.7	Research, training, learning	Completed a Unity Beginning 3D Game Development tutorial	Continue with 3D tutorials
2/8/25	0.3	Documentation	Worked on time logs and writing reflections	

Reflection

What were your main goals in this time period?

Project planning, including determining the scope and scheduling, setting up the repo and issue tracker, and researching what is possible with Unity engine.

What were the main challenges? Were you able to meet the challenge, and what helped?

Most difficult thing is going into this project without knowing what roadblocks there might be, and what might take a lot of time or be impossible, and planning a project with many unknowns.