Lucius Kwok (VC1B)

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Project Title: Orbital Mechanics Simulator (provisional title)

Time logs for period:	1/26/2025 to 2/1/2025
Total hours in this period:	16.9

Date	Duration (hours)	Type	Description of completed work	Challenges and next steps
1/26/25	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
1/26/25	3.0	Other	Started filling out intake survey, preparing resume, and reviewing project proposal requirements	Finish intake survey and continue working on project proposal
1/27/25	2.1	Other	Attended orientation & took quiz	
1/29/25	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
1/29/25	0.5	Documentation	Looked into timelog template and examples to determine what it needs to do	
1/30/25	1.5	Documentation	Adapted timelog template for my own needs	
1/30/25	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.
1/30/25	2.0	Research, training, learning	Research into project proposals and games that could be used as inspiration.	
1/31/25	0.5	Other	Download and install Unity, Adobe CC, Maya, and other software that might be used for project.	
1/31/25	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
2/1/25	0.3	Documentation	Write out reflections on time spent and submit time logs along with resume	

Reflection

What were your main goals in this time period?

My goals were to set up for the project and figure out the details that I need for my project proposal. To do this, I needed to review the course materials, the course schedule, and the requirements for the project. I also needed to look at other projects to get an idea of what I could do.

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

The main challenge was figuring out the scope and purpose of the project. I needed to design a project that would not be too simple, yet not too complex for my skill set and the time I have available. My main idea is to make a game, but it can't be a simple 2D scrolling game, and I also want to try to have some kind of educational value or to create something with a message. I am making progress on the project proposal but need to spend more time on it.