Poor Yorick Write-Up

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For project 3, we were to make a prototype to demo and do a lot of documentation. We didn’t have a lot of time to get a lot of things done, but we were able to get all the things we wanted to get done at least for the prototype. Here are our meeting logs Meet has been keeping track of:

#1 10/28/19 In-class Eaton 2 (everybody present)

Added Minye to our group. Started discussing what we want to do with these upcoming projects. We decided to make a web-based universe/solar system simulator that includes sound into the planetary motions. Also something about fractals.

#2 10/30/19 In-class Eaton 2 (everybody present)

For our prototype, we decided to add Sun, Moon, and the Earth.

#3 11/2/19 Spahr Library Alcove (everybody present)

Made generalized classes for the planets and the models. Also made the UML documentation. Tried to make the Sun, Moon, and the Earth but we are just testing different things.

#4 11/3/19 Spahr Library Alcove (everybody present)

Finished all the documentation and got the prototype to work. Starting to expand on the project as well.

Max got the basic project set up in Github so everyone can expand upon it. Max also helped out with the planet model and planets in general. Max also helped out with the documentation as well. Max also got started on the astrophysics aspects as well. The equations are worked out on paper, but they have not been implemented within the demo/prototype

Apurva did most of the astrophysics of the program. While, again, it wasn’t implemented in code form, Apurva did work out a lot of equations that are going to play a factor within the program later on.

Jace helped out with the documentation and helped with the math portion of the program as well. Jace also started to work ahead a little bit and bought the server. Also started working on how he’s going to get the server to work.

Meet did a majority of the documentation. He did the backlogs, with a little help from Jace, and he also did the write-up and helped out with the UML. Meet also helped work out some of the equations on the astrophysics part of the program.

Tri did the UML, with the help of Minye, and helped out with making the planets as well. Tri helped with the Sun, Moon, and Earth and he also started to expand on the current demo.

Minye also did the UML, with the help of Tri, and he also helped with the planets class. He, alongside Max and Tri, helped make the Sun, Moon, and Earth and did the rotation as well.

The biggest challenge we faced was time management. Overall, this week was extremely busy for all of us, so we had to crunch a lot of work in with the limited time. We all were still able to meet and get the things done but we did feel rushed and felt like we could’ve made the demo better. Furthermore, another challenge we faced was the astrophysics portion of the project. The equations take a lot of time and effort, it got so complex that we didn’t even have time to code what we did finish. Furthermore, what we did finish, doesn’t even scratch the surface of what we will eventually have to do later on.

There are a lot of crazy features we wanted to implement but we could not due to the lack of time. One of those being to code the math we did outside of coding. A lot of time went into solving equations, but at the end of the day we decided we didn’t have enough time to actually code them. We also wanted to add music to the Earth that we had made, but because the synthesizer wasn’t made and the lack of time, we decided to add it to a different sprint. Lastly, we wanted to add more planets, not just Earth, but again lack of time forced our hand to just stop at Sun, Moon, and Earth. While not much interaction can be done right now, the next sprints will make the project come together, but the demo is all the things we wanted to be in the demo.

One thing we would have done differently is to allocate time a bit better. We all had a lot of things going on and knowing that this project was going to have a short due date, we could’ve done a better job making time for the project. The demo is still cool, in our humble opinion, but we weren’t able to get a significant chunk of the project done, but that’s not what a prototype is for anyways. So, knowing that, the demo was a good start for us.

Overall, we are extremely excited to expand upon this project. It heavily involves math and we all love math. It also involves a lot of coding, and we all love to do that as well. It will take a lot of time and effort, but we are ready for the challenge and are looking forward to it.