Development Plan

Month	Day	Development Plan	Test and Demonstration Plan
February	3	● Application Window (Framework)	
	10	● Inspection Mode Text ● Gravitational Simulation ● 3D Celestial Rendering	● User can open and compile
	17	● Menu Bar ● Input Controller ● Inspection Mode Controller	
	24	● Stellar Models Description	
March	2	● Physical Properties Dialog ● Kinematics Simulation	● User can view a menu bar at the top of the application window
	9	● Celestial Bodies Dialog ● N-body Rendering ● Collision FX ● Save/Load Controller	● User can input commands that will be read by the UI ● User can see a 3D render of their celestial model ● User can edit physical properties of the celestial body
	16	● Inspection Mode Dialog ● Thermodynamics Simulation	● User can create moons and other natural satellites ● User can change orbits and rotations of celestial bodies
	23	● Stellar Models Dialog	● User can view their celestial body with different inspection modes
	30	● Atmospherics Simulation ● Atmospherics Rendering ● Lighting and Stellar Effects	● User can see and hear the effects of celestial objects colliding ● User can read about their chosen stellar model ● User can view the effects of thermodynamics
April	6		

	13	- Electromagnetism Simulation - Electromagnetism Rendering - Inspection Overlay - Status Bar	- User can save their project - User can view lighting changes - User can view the atmosphere of their celestial body
	20		
	27		User can view the effects of electromagnetism on their celestial body
May	4		

Gantt Chart

	Feb				Mar					Apr				May
	3	10	17	24	2	9	16	23	30	6	13	20	27	4
Application Window (Fery)	░	░												
Inspection Mode Text (Fery)		░	░											
Gravitational Simulation (Matthew)		░	░											
Menu Bar (Foram, Dominique)			░	░	░									
Physical Properties Dialog (Foram)					░	░								
Celestial Bodies Dialog (Foram)						░	░							
Stellar Models Description (Fery)				░	░									
Inspection Mode Dialog (Foram)							░	░						
3D Celestial Rendering (Danny)		░	░	░	░	░								
Input Controller (Dominique)			░	░	░	░								
Inspection Mode Controller (Matthew)			░	░	░									
Kinematics Simulation (Matthew)					░	░	░							
N-body Rendering (Danny)						░	░	░	░					
Collision FX (Danny, Dominique)						░	░	░	░					
Thermodynamics Simulation (Matthew)							░	░	░					

Task	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Atmospherics Simulation (Matthew)									▓	▓	▓				
Atmospherics Rendering (Danny)									▓	▓	▓				
Stellar Models Dialog (Foram)								▓	▓						
Lighting and Stellar Effects (Dominique)									▓	▓	▓				
Save/Load Controller (Fery)						▓	▓	▓	▓	▓					
Electromagnetism Simulation (Matthew)											▓	▓			
Electromagnetism Rendering (Danny, Matthew)											▓	▓	▓		
Inspection Overlay (Danny, Matthew)											▓	▓	▓	▓	
Status Bar (Foram, Dominique)											▓	▓			