Development Plan

Month	Day	Development Plan	Test and Demonstration Plan
February	3	Application Window (Framework)	User can open and compile
	10	Inspection Mode TextGravitational Simulation3D Celestial Rendering	User can see a 3D render of their celestial model
	17	Menu BarInput ControllerInspection Mode Controller	 User can view a menu bar at the top of the application window User can input commands that will be read by the UI
	24	Stellar Models Description	
March	2	Physical Properties DialogKinematics Simulation	 User can edit physical properties of the celestial body User can change orbits and rotations of celestial bodies
	9	 Celestial Bodies Dialog N-body Rendering Collision FX Save/Load Controller 	 User can save their project User can see and hear the effects of celestial objects colliding User can create moons and other natural satellites
	16	Inspection Mode DialogThermodynamics Simulation	 User can view their celestial body with different inspection modes User can view the effects of thermodynamics
	23	Stellar Models Dialog	User can read about their chosen stellar model
	30	Atmospherics SimulationAtmospherics RenderingLighting and Stellar Effects	 User can view the atmosphere of their celestial body Users can view lighting changes
April	6		

	13	 Electromagnetism Simulation Electromagnetism Rendering Inspection Overlay Status Bar 	User can view the effects of electromagnetism on their celestial body
	20		
	27		
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)														

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)								

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