

Project schedule for N-body simulation

| № | Milestone name and description | Deadline date | Artifacts |
|----|-------------------------------------|------------------------------|--|
| 1 | Initiation | September 17, 2025 | Vision |
| 2 | Requirements Analysis | October 22, 2025 | SRS, GitHub repo, Task board, project schedule, presentation of software product requirements |
| 3 | Presentation | October 29, 2025 | Project presentation |
| 4 | Testing algorithms and renderer | November 29, 2025 | Results of different algorithms: how many time it takes to compute, how many bodies it can render |
| 5 | Parallel computations: implementing | The middle of December, 2025 | Implementing computations on several CPU/GPUs |
| 6 | MVP | The middle of December, 2025 | MVP Demonstration MVP |
| 7 | Presentation | The end of December, 2025 | Presentation, current version of application, results of several algorithms, renderer |
| 8 | Analysis and design | February 26, 2026 | SAD, test plan |
| 9 | The best version | The end of April, 2026 | The best algorithm performs computations, renderer has a full user-friendly interface, using parallel computations |
| 10 | Completion of the project | May 28, 2026 | Final presentation and demonstration List of project artifacts |