| [2025-03-23] |  | Project Status Report |
| --- | --- | --- |
|  |  |  |

# Snapshot of Project Activities

| Activity | % Complete | Issues |
| --- | --- | --- |
| C++: Memory Management Subsystem | 100% |  |
| C++: Depth Buffered Index Shader for Object Selection | 100% |  |
| C++: Final cleanup and documentation | 30% | No issues here, the process just won’t be done until the last piece of code is written. I’m hoping to take 3 or 4 more passes through the code base before the project wraps up |
| C++: Input Bounding and Testing | 70% | 3 more modules left to test |
|  |  |  |

# Status Summary

| This week, I finished up the final two subsystems and took a testing/cleanup pass through my source code. For mouse picking, I switched away from my initial physics-based subsystem to a hardware accelerated GPU implementation, as I wasn’t able to get the physics system performing reliably enough and would have needed to spend too much time on it in order to get there. Now, all that’s left are to finish up the UI and use the existing subsystems to create a “default” environment |
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# Risks Identified / Plan to Mitigate

| GUI design and end-user ergonomics are definitely weak points of mine. I’m glad I have a decent chunk of time left over to get these things well-implemented, but I’ll have to be careful to stay focused on these tasks and not ignore them in favor of work that I find more interesting |
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# Weekly Timesheet

| **Activity** | **Actual Hours Worked** | | | | | | | | **Estimated** | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Mon** | **Tues** | **Wed** | **Thu** | **Fri** | **Sat** | **Sun** | **TOTAL** | **Hours** | **Date** |
| **Remaining** | **Complete** |
| C++: Memory Management Subsystem |  |  |  | 2.3 |  |  |  | 2.3 | - | 3/20 |
| C++: Depth Buffered Index Shader for Object Selection | 3.2 | 2.5 | 1.7 | 0.8 |  |  |  | 8.2 | - | 3/20 |
| C++: Final cleanup and documentation |  |  |  |  | 0.9 |  |  | 0.9 | 15 |  |
| C++: Input Bounding and Testing |  |  |  |  | 0.2 |  |  | 0.2 | 5 |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
| **Totals:** | **3.2** | **2.5** | **1.7** | **3.1** | **1.1** | **0.0** | **0.0** | **11.6** |  |  |