| [2025-03-30] |  | Project Status Report |
| --- | --- | --- |
|  |  |  |

# Snapshot of Project Activities

| Activity | % Complete | Issues |
| --- | --- | --- |
| C++: Input Bounding and Testing | 100% |  |
| C++: User Interface | 45% | Functionality is there, ergonomics/usability still need work |
| C++: Final cleanup and documentation | 60% | 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 |
|  |  |  |
|  |  |  |

# Status Summary

| This week, I finished input bounding verification and started the process of implementing a user interface to control the renderer’s capabilities. |
| --- |

# Risks Identified / Plan to Mitigate

| I probably need to do user testing to make sure the interface I’m making actually makes sense to people who are not me. Hopefully I will be able to find and show the project to a few people and get their feedback before everything needs to be nailed down for the final deliverable. |
| --- |

# Weekly Timesheet

| **Activity** | **Actual Hours Worked** | | | | | | | | **Estimated** | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Mon** | **Tues** | **Wed** | **Thu** | **Fri** | **Sat** | **Sun** | **TOTAL** | **Hours** | **Date** |
| **Remaining** | **Complete** |
| C++: Input Bounding and Testing |  |  | 2.6 |  | 3.5 |  | 0.2 | 6.3 | - | 3/30 |
| C++: User Interface | 1.3 | 0.5 |  | 2.7 | 1.4 |  |  | 5.9 | 10 |  |
| C++: Final cleanup and documentation |  |  |  |  | 0.9 | 1.1 |  | 2.1 | 15 |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
| **Totals:** | **1.3** | **0.5** | **2.6** | **2.7** | **5.8** | **1.1** | **0.2** | **14.4** |  |  |