| [2025-02-09] |  | Project Status Report |
| --- | --- | --- |
|  |  |  |

# Snapshot of Project Activities

| Activity | % Complete | Issues |
| --- | --- | --- |
| C++ Basic Setup | 100 | None |
| GLSL Debug Shaders (Vert + Frag) | 100 | None |
| C++ Shader Management Subsystem | 95 | None |
| C++ Math Library | 15 | Vertex data may be incorrectly formatted, causing improper application of math functions |
|  |  |  |

# Status Summary

| Project initialization was overall very smooth and simple. The basic debug platform upon which the math library will be developed is up and running. User input is grabbed, shaders are successfully compiling, and we are rendering a rectangle to the screen. The shader management subsystem only needs to have hot-reloading bound to user input to be complete |
| --- |

# Risks Identified / Plan to Mitigate

| Basic operations within the Math Library are not producing the expected results when applied to the vertex data. I’ve verified that the library implementation is correct, so the issue lies somewhere in the vertex formatting or shader code. If the issue persists after some more detailed inspection next week, I may pause work on the early math library implementation and bump development of the Vertex Data Loader up |
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# Weekly Timesheet

| **Activity** | **Actual Hours Worked** | | | | | | | | **Estimated** | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Mon** | **Tues** | **Wed** | **Thu** | **Fri** | **Sat** | **Sun** | **TOTAL** | **Hours** | **Date** |
| **Remaining** | **Complete** |
| C++ Basic Setup |  | 1.4 | 1.8 | 0.2 |  |  |  | 2.40 | 0 | 2/6 |
| GLSL Debug Shaders |  |  |  | 2.0 |  |  |  | 2.00 | 0 | 2/6 |
| C++ Shader Management Subsystem |  |  |  | 1.1 | .7 |  |  | 1.8 | 0.2 | - |
| C++ Math Library |  |  |  |  | 1.9 | 1.4 | 0.8 | 3.1 | 21.9 | - |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
| **Totals:** | **0.00** | **1.40** | **1.8** | **3.3** | **2.6** | **1.4** | **.8** | **11.3** |  |  |