| [2025-03-02] |  | Project Status Report |
| --- | --- | --- |
|  |  |  |

# Snapshot of Project Activities

| Activity | % Complete | Issues |
| --- | --- | --- |
| C++: Math Library | 100% |  |
| C++: Free Floating Camera + User Controls | 100% |  |
| C++: Render Arbitrary Number of Meshes | 100% |  |
| C++, GLSL: Phong lighting | 60% | Still need to implement specular lighting, running into issues with diffuse lighting angles |
|  |  |  |

# Status Summary

| The project moved along nicely this week - once lighting is implemented, I’ll be moving into the next chunk of the project, which is adding menus and user controls to drive the on-screen rendering in real time. |
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# Risks Identified / Plan to Mitigate

| I’m running into an annoying bug with my diffuse lighting implementation - about half of my objects are lit correctly, while the other half have their lighting inverted. There’s not much mitigation here other than plugging away at the problem and doing more research. |
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# Weekly Timesheet

| **Activity** | **Actual Hours Worked** | | | | | | | | **Estimated** | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Mon** | **Tues** | **Wed** | **Thu** | **Fri** | **Sat** | **Sun** | **TOTAL** | **Hours** | **Date** |
| **Remaining** | **Complete** |
| C++ Math Library | 1.2 | 0.6 |  |  |  | 0.5 | 0.5 | 2.8 | 0 | 3/2 |
| C++: Free Floating Camera + User Controls |  |  |  |  | 0.9 | 2.7 |  | 3.6 | 0 | 3/1 |
| C++: Render Arbitrary Number of Meshes |  | 1.7 |  |  |  |  |  | 1.7 | 0 | 2/24 |
| C++, GLSL: Phong lighting |  |  |  |  |  |  | 3.7 | 3.7 | 6.3 |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
| **Totals:** | **1.2** | **2.3** | **0.0** | **0.00** | **0.9** | **3.2** | **4.2** | **11.8** |  |  |