| [2025-03-09] |  | Project Status Report |
| --- | --- | --- |
|  |  |  |

# Snapshot of Project Activities

| Activity | % Complete | Issues |
| --- | --- | --- |
| C++, GLSL: Phong lighting | 100% |  |
| C++: Memory Management Subsystem | 50% | This is just hard… I’m not behind schedule, but I haven’t implemented a custom allocator this complicated before, and I’m going to have to dedicate quite a bit of time to making sure it’s bug-free |
|  |  |  |
|  |  |  |
|  |  |  |

# Status Summary

| This week, I finished up the GPU-accelerated lighting system. With this done, I’m now fully out of the groundwork phase: from here, the vast majority of work will deal with real-time dynamic scene control. I’m writing custom memory allocators for this, which are about halfway done as of this week |
| --- |

# Risks Identified / Plan to Mitigate

| At this point in the project, there are essentially no easily digestible “tutorials” left to draw inspiration or understanding from. Textbooks and academic papers can provide overviews of various methods used in the past, but implementation is going to be mostly up to me. This means a lot less typing and a lot more thinking in order to get results. From here on out, I will probably spend more than 10hrs/week working on the program, even though there’s probably not too much more actual code left to write |
| --- |

# Weekly Timesheet

| **Activity** | **Actual Hours Worked** | | | | | | | | **Estimated** | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Mon** | **Tues** | **Wed** | **Thu** | **Fri** | **Sat** | **Sun** | **TOTAL** | **Hours** | **Date** |
| **Remaining** | **Complete** |
| C++, GLSL: Phong lighting | 1.2 | 0.8 |  |  |  |  |  | 2.0 | - | 3/4 |
| C++: Memory Management Subsystem |  |  |  | 2.4 | 3.1 | 2.7 | 1.1 | 9.3 | 15 |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
| **Totals:** | **1.2** | **0.8** | **0.0** | **2.4** | **3.1** | **2.7** | **1.1** | **11.3** |  |  |