| [2025-02-23] |  | Project Status Report |
| --- | --- | --- |
|  |  |  |

# Snapshot of Project Activities

| Activity | % Complete | Issues |
| --- | --- | --- |
| CMake: Cross-platform dev environment and build chain | 100 | None |
| C++: World space coordinate system matrices and transformations | 100 | None |
| C++: Horizontal FOV perspective frustum | 100 | None |
| C++: Math Library | 90 | Only Quaternion math remains. Wasn’t able to work on it this week due to unforeseen need to implement a coordinate system and frustum first. This will be behind schedule by a few days when I’m able to wrap it up |
|  |  |  |

# Status Summary

| The program is about 2 days behind schedule, because I decided to commit to a cross-platform application and did not know about world space coordinate systems or camera frustums when I first scheduled everything. The work that did get done this week was incredibly valuable, it just wasn’t on the initial version of the schedule |
| --- |

# Risks Identified / Plan to Mitigate

| I probably can’t afford too many more weeks of being fully sidetracked from the schedule like this. I’ll devote a bit of time next week to getting a better overview of all the components necessary for what I’m doing and see if anything sticks out as something I’m not prepared to tackle - then consider modifying the project’s scope based on how critical that area is. |
| --- |

# Weekly Timesheet

| **Activity** | **Actual Hours Worked** | | | | | | | | **Estimated** | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Mon** | **Tues** | **Wed** | **Thu** | **Fri** | **Sat** | **Sun** | **TOTAL** | **Hours** | **Date** |
| **Remaining** | **Complete** |
| CMake: Cross-platform dev environment and build chain |  |  |  |  | 4.2 |  |  | 4.2 | 0 | 2/21 |
| C++: World space coordinate system matrices and transformations |  |  |  |  |  | 2.8 |  | 2.8 | 0 | 2/22 |
| C++: Horizontal FOV perspective frustum |  |  |  |  |  | 2.3 |  | 2.3 | 0 | 2/22 |
| C++: Math Library |  |  |  |  | 1.1 |  |  | 1.1 | 2.0 | - |
| GLSL: Mid-State Shaders |  |  |  |  |  | 1.0 |  | 1.0 | 0 | 2/22 |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
|  |  |  |  |  |  |  |  | 0.00 |  |  |
| **Totals:** | **0.00** | **0.00** |  | **0.00** | **5.3** | **6.1** |  | **11.4** |  |  |