Project Timeline

Month	Task	Duration (days)
October	Research - Proposal	3
November	Hand-in - Final proposal Research - Mesh optimisations Implement culled voxel chunk Implement further optimised voxel chunk	1 4 2 10
December	Create debug monitor/UI Improve/Optimise implementation Write up research report Record demo & package deliverables Hand-in: Research report & Prototype Demo	2 (Ongoing) 7 1 1
January	Research - Data structures Implement optimised data structures	4 10
February	Improve/Optimise implementation Measure performance between different optimization methods Log comparisons & screenshot performance data	(Ongoing) 2 7
March	Implement GUI Create scene used for demo	7 1
April	Write final report Record video & package deliverables Hand-in - Artefact, 2-minute video, final report	14 1 1