

# Paintball Shot

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# Idea

- Simulate a paintball shot
- Model the impact on the target using particle-based fluid simulation (SPH)

# Revised Project plan

Date	Goal	What has been reached
06.11	Start project	
13.11	GLUT and OpenGL Framework ready	
20.11		OpenGL Framework with panning camera, basic lighting using shaders
27.11	Particle-based fluid simulation ready	SPH class not yet debugged
04.12	Debug SPH class, create target, simple collision handling	
11.12	Parameter tuning, more complicated target objects	
18.12	User input	