# Physically-based Simulation in Computer Graphics

# Project Plan: Paintball shot

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## Timeline

| date | goal |
|------|------|
| 06.11 | Start project |
| 13.11 | Ball, before collision, Framework, GLUT, OpenGL |
| 20.11 | |
| 27.11 | Particle-based fluid simulation |
| Mid-project milestone presentation | |
| 04.12 | Collision and Ball before collision |
| 11.12 | Design |
| 18.12 | Projects due |