*Space Panther First Iteration*

Rongcui Dong (rd2848) and Olessya Medvedeva (oam2113)

**1. The date and time at which you already completed this demo, and briefly describe any challenges that arose before or during the demo.**

Demo was presented on the 4th of December at 11:30 am. The demo demonstrated that the software was not scoped for an average user since some physics knowledge is assumed in order to get the simulation that the user(TA) had expected. For example, the simulated planets would not orbit unless correct mass and velocity measurements are entered (according to physics law). The feedback demonstrated that more changes need to be made to make the software more user-friendly.

**2. The specific use cases that were demonstrated, highlighting any changes since the** [**First Iteration Demo**](https://courseworks2.columbia.edu/courses/59658/assignments/214679)**.**

The same three cases as in the first iteration were demonstrated: be able to enter 1 planet for simulation, be able to enter more than one planet for simulation and finally, be able to save and reuse the saved data from previous use. The changes: the use of another game engine-godot that enabled better testing of the non C/C++ code.

**3. The specific CI mechanisms that were shown during the demo, including which technology you used.**

Demonstrated the work of the pre-commit hooks and Travis CI that runs both unit testing on C/C++ code and GDScript code. Cppcheck is used as static analysis and gcov is used for line and branch coverage.

**4. A link to the github repository where your entire codebase resides. Tag the revisions that were shown in the demo.**

<https://github.com/wixyFun/openSpace>

The revisions are tagged as v1.