

Team Name: sdmay21-19

Team Members: Trevor Nemes, Tyler Hassfield, Opeyemi Abass, Aashutosh Mallik, Akhilesh Ratnakumar, Zian Li

Report Period: Sept 14-Sept 27

### Summary of Progress in this Period

Over the course of the last reporting period, our team has worked diligently on the design document as well as started to work on learning OpenGL. Along with that, we had weekly team meetings as well as weekly meetings with our client and faculty members to keep them up to date on where we are in terms of our project. When it comes to the design document, within this reporting period, we finished chapters one and two which included the project plan. Along with that, we started working with OpenGL and C++ since our team has zero experience with OpenGL and very little experience with C++. We all have been consistently working through various tutorials in order to learn everything there is to know about OpenGL and C++. Lastly, some of the little things we did within this reporting period were the lightning talk and the reflection essay on the project plan.

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### Pending Issues

The issues that we still face are:

- To be well versed in in OpenGL and C++
  - We still have yet to start to decide on what roles each member should be responsible for
  - We have yet to setup the Gitlab for our project
  - We have yet to get the website up and running
  - Finalize chapter 2 of the design document
  - Start working on chapters 3, 4, 5, and 6 of the design document to stay on the schedule
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### Plans for Upcoming Reporting Period

In the following weeks, the team is scheduled to complete the second chapter of the design document, each team member should be working on the OpenGL or C++ language tutorial. We will also start working on chapters 3, 4, 5, and 6 of the design document throughout the next reporting period. Meanwhile, the regular team meetings will continue as usual for team members to address and discuss any problems they encountered.

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