For the spring 2010 semester there are many things to accomplish for the project. Since the learning process is never truly complete, I will continue learning about computer graphics, and increase my understanding and proficiency with them. Aside from learning the semester will mostly be for coding and testing of the GUI. In January it is the goal to implement the framework for the GUI. The program so far is very basic and the GUI consists of just the window. To make a more advanced GUI, I will be using an advanced cross-platform popular application and UI framework builder called Qt. I will also begin coding and testing the part of the GUI which will output data files to LTC Maxwell’s resource allocation engine. In February I plan on coding and testing for receiving the resource allocation data back from LTC Maxwell’s resource allocation engine. I will also begin coding and testing the ability for user input, including, adding in phase and boundary lines, as well as being able to select model resources and view information on them. The month of March will be dedicated to finishing up loose ends of code, as well as testing all aspects of the GUI and making any needed revisions.

As time allows I would like to implement a couple other features into the GUI. The first would be allowing users to input commands via a touch screen. I think this would be a useful feature seeing that this application is intended for military use, and it could possibly be easier for a user to just be able to select things with their fingers, rather than mess with a mouse. I say this is an addition goal as this is not a primary focus of the project, but I feel I can code the GUI in such a way that I can build the touch interface into it as I continue to work. Another addition goal would be to implement different levels of viewing. This would allow different levels of authority to examine different levels of the model. For example a commander might want to look at an overall city view, whereas a squad leader might only need to look at a neighborhood view.