Final Project Check Off Sheet

Project Title: Newtonian N-body Simulator

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TA Signature/Date:

Overall Project

Adding a sphere on the screen using the mouse. ☐

Spheres orbiting on the screen, simulating gravitational pull between objects. ☐

Moving the origin and zooming the viewing field. ☐

PS/2 interface to a mouse, cursor on screen tracks mouse movement. ☐

User interface (Michelle)

ZBT ram interface, double buffering of display data in RAM. ☐

Sphere tracks the mouse cursor on the screen. ☐

Backend Processing (Michael)

Simulation of interleaved gravitational acceleration calculations. ☐

Circle drawing algorithm. ☐

Flexibility between fixed/floating point operations in the acceleration calculations. ☐