

Math 198 Proposal

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1 Introduction

The purpose of Swimmer Guy is to demonstrate the movements that make up swimming. My inspiration came from projects done by Gillian Smith (Bicycle Man, 2013) and Ramya Babu (Swimming Man, 2013). My goal for this project would be to use the blobby man from past projects, like Gillian's, and reprogram him to swim like the Swimming Man using VPython. Since I don't know much about coding, I would mostly use code from previous projects and then change it to better suit my project. The main goal is to make the blobby man swim in a straight line. If there is enough time however, I could possibly program more than one blobby man and have them race. A side goal of this project is to become proficient at at LaTeX so I can document my project using that, and also to become proficient at html so I can document the project on my webpage.

2 Timeline

Timeline subject to change.

- 10/19/15 Learn LaTeX
- 10/26/15 Take possession of code and start editing it
- 11/02/15 Have blobby man mostly done
- 11/09/15 Update website
- 11/16/15 Finish blobby man, update website
- 11/23/15 Iron out all wrinkles; project, website, and all documentation complete

