QUARTERS (start - end)

		Q1 2024	Q2 2024	Q3 2024	Q4 2024
CATEGORY	DATA MODEL	Dynamic loading optimisation			
	CAMERA CONTROL	Rotation around a point First-person navigation			
	PENCIL CONTROL	Geometry visualization, snapping to a scene API implementation			
	MANIPULATORS		Dynamic section plane manipulators	Orientation control as a cube	
	MEASUREMENTS	Dimensioning with reference line lengths Three-point dimension	t radial		
	COLLISION DETECTION			Solution architecture development	

^{* -} The dates are preliminary and can be adjusted if required