Peter Klopp
1/22/2020
Advanced Animation

Start of Week:

I.   This week I will accomplish:
      Learning how to use the matter.js physics engine. Right now I am using the built in matter renderer but I intend to learn how to use matter in conjunction with the canvas 2d rendering context.

II.   In general I am having problems with the following:
      I am having a bit of trouble getting used to the matter.js syntax and all of the different objects and methods, but looking at the demos and documentation on the website is helpful.

III. I need help with the following:
      I haven't looked into it enough to know what help I need yet.

End of Week:

I.   This week I accomplished:
      Making a rope and some rectangular bodies using the built in matter.js renderer. I also worked on replicating the same demo using the canvas 2d rendering context and splitting all of the different bodies into separate classes.

II.   This week I had problems with the following:
      I was having some problems with getting all of my bodies to render properly without the built-in renderer.

III. What I learned this week:
      I learned how to make matter.js bodies render using the built in matter.js renderer. I also learned to use all of the different built in rendering parameters to change the fill color, stroke style, etc.