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Advanced Animation
30 January 2020

End of Week:

I.   This week I accomplished:
     Splitting the basic falling box demo into separate classes and getting them all to render and interact with each other using the canvas 2d rendering context.

II.   This week I had problems with the following:
     Understanding how to get spring constraints to render using the canvas 2d rendering context.

III. What I learned this week:
     I learned how to create polygon bodies in matter.js and render them.