**17/09/17 – log**

* 17:55 started work on new feature – full set of force mechanics due to gravitational attraction

**17/09/11 – 23/09/17 -log**

* due to an unbelievable amount of hiccups this phase was not properly recorded so here’s a rough list of what went wrong
  + didn’t take into account the need for CAST trig when working out vector components
  + left a lot of code as is when copping it for logic but for different variables
  + constantly messed up on shamefully basic maths (because I’m an idiot)
  + tried to apply normal coordinate logic to code coordinate format (i.e. y up is y+ not y up is y-)

**23/09/17 – log**

* 18:10 finished feature – full set of force mechanics due to gravitational attraction