Noobwerkz platform - Report for 18 June 1015

Progress has been ongoing and stable. I have completely separated the simulation code from the drawing, which will ease the use-cases of hosting a separate server and of multiscreen gameplay/ editing. As a result, the code itself is a lot cleaner and readable. There are still a few nits that could be picked, but for now things are doing very well.

Mesh-related functionality has been greatly enhanced, with the inclusion of several primitives (cones, cylinders, spheres) and reliable decimation algorithms.

Physics engine code is also beginning to make its way into the engine. I have chosen to use the popular Bullet Physics engine, as its community is by far the largest and most active. It also has support for soft bodies. The one I had used previously sadly lacked that important feature.

Also of note is that I am now using the OpenDyslexic font family exclusively throughout my apps.

Future direction:

The following three weeks' work will be in three main areas:

- Integrating the physics simulation and mesh ops into the game world.
- Nicer graphics (better lighting and depth effects, and particle systems.)
- Adding a scripting language. I have found ChaiScript, which seems to fit precisely into the niche I needed.

Overall, progress is quite nice and we expect to see cool visuals in two week's time, with (likely) another two weeks afterwards to market, depending on how fancy a final game is supposed to be.