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| **PRCO304: Highlight Report** |
| **Name:** Charlie Creech |
| **Date**: 09/03/2017 |
| **Review of work undertaken***:* I have found a few simulators that could work. One uses a C++ set of classes and libraries called Box2D. Box2D is an already set out physics simulator for C++ that can be used to quickly simulate physics objects interacting with other objects and forces. The car simulator takes advantage of Box2D to detect collisions. |
| **Plan of work for the next week***:* Get the simulator running and then recode it so that the car moves forwards by summing up the speed of each front wheel. The speed for the right and left wheel can then be used for the output of a neural network. |
| **Date(s) of supervisory meeting(s) since last Highlight:** No meeting this week |
| **Notes from supervisory meeting(s) held since last Highlight**: N/A |
| **Stage review***:* N/A |