Torie - Helped others get their machines to build. Implemented sprite2dobject class, base puzzle class, also integrated the derived stackpuzzle class into the graphicsobjecttest example and produced a working integration that made use of the physics engine. A thing that held back the group was getting the machines to build correctly and conveying the system design in a way that everyone agreed upon/understood fully.

Christopher - Setup Box2d on my machine, and also began work on the Stack Puzzle class. Main thing that held me back was learning the Box2d api for use with the Stack Puzzle class.

Michael - out of town

Tyler - I wrote a class to draw sprites in the StudWin, fixed some compilation issues, and tried to get Eric’s machine up and running with Box2d. Main factors holding me back is coordinating progress and next steps in design with group members and time.

Zak - Very little contributions in the last few days. Tested a few iterations and helped with some build issues but that was about it. I was limited by my other classes but the rest of the group managed to step and make some progress while I was busy.

Eric - Focusing on linking Box2D libraries. Helped Torie implement sprite2dobject and puzzle base class.

Meysam - Added a new method to DB.cpp for submitting a solved puzzle and set up Box2d on my machine.