***The squad***

***Meeting 3:***

Kadeem Anglin

Tyreke Robotham

William-Scott Walters

***Status updates:***

So, it has come to our attention that we were suppose to make a game engine as opposed to making an actual game, as such we have restarted our project.

**What the engine is:** We have decided to make a physics engine that will spawn balls in sky that will fall based off of gravity and will interact with a static platform. The balls will also interact with each other based off of gravity, speed, acceleration, velocity, and friction etc.

**Currently working on:**

Gathering the math equations in order to successfully make proper ball collision and ball static plane collision.

Gathering the sprites for the ball and the static plane, to use as a current placeholder in case we get on to making our own balls and static plane.

Using arrays to create the static plane platform.

Learning about impulse resolution to get somewhat accurate calculations.

**Completed:**

We have not completed anything thus far because we restarted the project.

**Blockers:**

Lack of proper communication, e.g. not talking amongst the group enough, not sharing our ideas or our findings, not properly planning our steps.

**Next steps:**

Mainly Kadeem and Tyreke are going to start implementing the math and physics into a math class, and William will be implementing the environmental setup.

**Current group contribution:**

We have all come together to decide the type of engine we will be making, and doing our own research on the areas of the engine we are responsible for coding, while also reviewing from past projects.