***The squad***

***Meeting 6:***

Kadeem Anglin

William-Scott Walters

***Status updates:***

For this report we actually made good progress in the development of this game engine. Based on the game we are making in Domenic’s class there are a few things that are essential for this game engine, such as: Collision detection, gravity, and velocity and acceleration being displayed. Since we switched to using the SFML library, the need for gathering sprites was not that urgent, instead we drew shapes onto the screen to carry out tasks we are trying to achieve.

**Currently working on:**

We are currently working on putting gravity into the engine.

**Completed:**

We have completed adding circle to circle collision, so if one circle is hit by another it bounces away and if it hits the boundaries it bounces off as well. This implementation also displays velocity, acceleration and momentum and can be seen when one circle collides with the other it starts bouncing about in the scene until velocity and acceleration starts gradually decreasing. This implementation is like a catapult, so when one of the circles is pulled and released its acceleration and velocity increases and then transferred to another circle when hit, so then that circle starts bouncing in the scene, until momentum is lost and it stops.

**Blockers:**

Current blocker is the fact that we are one group member short. Communication has improved and work is being done.

**Current group contribution:**

We both do our part in trying to complete this game.

GitHub Link: <https://github.com/IceColdKiller0/Project-midstone>