***The squad***

***Meeting 7:***

Kadeem Anglin

William-Scott Walters

***Status updates:***

For this report we made a few changes to the engine, we developed the engine a bit more, so now we are closer to having a game engine that displays the physics that would be required to create an endless runner game.

**Currently working on:**

We are currently working on having the physics implemented being displayed a bit more, as well as, add a few other things to finish it up.

**Completed:**

In the previous report we had circles colliding and bouncing off each other, in this report we have a ball moving on a platform which displays velocity, as well as, collision in the engine fully working. To display gravity being fully functional, the ball is able to jump and fall back down to the platform. There is also force in the engine, if the ball makes contact with certain objects they can be pushed away if velocity is continuously being added to the ball. This engine demonstrates just what we have for our endless runner game in Domenic’s class, an object moving and being able to jump over objects, as well as, collide with objects.

**Blockers:**

There weren’t any.

**Current group contribution:**

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

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