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Ac!d Milestone 2.2

- **Overall Design**
The overall design of the game has not changed and the ball specifics have been set but need tweaking.

Current racquetball properties (subject to change):
Racquetball Mass: 0.75 kg
Coefficient of Restitution: 0.85

- **Software Architecture**
Game loop:
No change
Rendering loop:
No change
Simulation loop:
No change
Object Structure:
Additions to expected classes. The different classes are currently Room, Wall, ScoreWall, Ball, Paddle, Goal, Physics, and Sound (subject to change).

- **Division of Labor**
Scene setup: 1 day
We have finished the basics of scene setup but could still make some small tweaks to objects positions and sizes
Physics: 1 week
Physics is linked and integrated but currently only applies gravity to the ball and allows it to collide and bounce off of the floor. We are on track to add physics to the rest of the objects and apply forces on the ball.
Resources used - class slides, "Ogre + Bullet – Beginner's Tutorial" article mentioned in slides, Bullet Documentation
GUI/HUD: 3 days

Sound: 2 days
Sound is linked and integrated and a hit sound effect is played when the game starts. We are on track to add the sounds we need and play them and turn them on/off.
Resources used - SDL Documentation,
http://lazyfoo.net/SDL_tutorials/lesson11/index.php

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User Input: 1 week

User Input is integrated and the paddle can be moved with the arrow and wasd keys. We are on track to add controls to rotate the paddle.