


























































































































































Commits on Feb 15, 2020	<div><div>minor ui changes</div><div> JuanTaco666 committed 2 days ago</div><div> 7cec5dc </div></div>
Commits on Feb 14, 2020	<div><div>Merge pull request #19 from JuanTaco666/code_cleanup ...</div><div>  f32a773 </div><div> joohopark27 committed 2 days ago</div><div><div>renamed variables to be lower cased</div><div> ccdaab0 </div><div> joohopark27 committed 2 days ago</div><div><div>fixed spacing, removed unnessary code</div><div> 8d631ec </div><div> joohopark27 committed 2 days ago</div><div><div>name of balls are editable, color of balls randomize</div><div> d865643 </div><div> joohopark27 committed 2 days ago</div><div><div>added placeholder ball name input</div><div> f7c5f24 </div><div> JuanTaco666 committed 3 days ago</div><div><div>Added Ball Delete Button</div><div> 60dd8b1 </div><div> JuanTaco666 committed 3 days ago</div></div></div></div></div></div></div>
Commits on Feb 13, 2020	<div><div>reworked ball UI system</div><div> 4ab4b9c </div><div> JuanTaco666 committed 4 days ago</div></div>
Commits on Feb 12, 2020	<div><div>Made it 1920 by 1080 res</div><div> fa0ef23 </div><div> JuanTaco666 committed 5 days ago</div></div>
Commits on Feb 11, 2020	<div><div>Changed standard res. Width fix pending</div><div> 8d52256 </div><div> JuanTaco666 committed 6 days ago</div><div><div>updated time control functions</div><div> 3923c4c </div><div> joohopark27 committed 6 days ago</div><div><div>added reset time</div><div> e46e2b1 </div><div> JuanTaco666 committed 6 days ago</div></div></div></div>
Commits on Feb 10, 2020	<div><div>Merge pull request #18 from JuanTaco666/keyboardInput ...</div><div>  3c2689a </div><div> joohopark27 committed 6 days ago</div><div><div>added scripts to camera</div><div> 27f7bff </div><div> joohopark27 committed 6 days ago</div><div><div>added keyboard input, migrated time functions to timecontroll</div><div> 019636a </div><div> joohopark27 committed 6 days ago</div><div><div>merged with ui</div><div> 5d671ff </div><div> joohopark27 committed 7 days ago</div><div><div>fixed color functionality</div><div> 4e35e28 </div><div> JuanTaco666 committed 7 days ago</div><div><div>Added Time Functionality</div><div> 188d24b </div><div> JuanTaco666 committed 7 days ago</div></div></div></div></div></div></div>
Commits on Feb 7, 2020	<div><div>All panel functions work except force</div><div> b0a7274 </div><div> JuanTaco666 committed 10 days ago</div></div>
Commits on Feb 6, 2020	<div><div>made update elasticity work</div><div> f4fc39b </div><div> JuanTaco666 committed 11 days ago</div><div><div>Merge pull request #16 from JuanTaco666/code_cleanup ...</div><div>  7a00eac </div><div> JuanTaco666 committed 11 days ago</div><div><div>updated git ignore</div><div> 8139136 </div><div> JuanTaco666 committed 11 days ago</div><div><div>renamed function according to c# syntax</div><div> 214f6d6 </div><div> JuanTaco666 committed 11 days ago</div><div><div>Made making new material a function</div><div> e13044b </div><div> JuanTaco666 committed 11 days ago</div></div></div></div></div></div>
Commits on Feb 4, 2020	<div><div>Added mass and radius functionality</div><div> 10594c7 </div><div> JuanTaco666 committed 13 days ago</div><div><div>Made panel work, color functionality added</div><div> 5e73fff </div><div> JuanTaco666 committed 13 days ago</div></div></div>
Commits on Feb 3, 2020	<div><div>added empty panel functions</div><div> 9cab498 </div><div> JuanTaco666 committed 14 days ago</div><div><div>Migrated pause play function to Gamecontrol.cs</div><div> 5c35418 </div><div> joohopark27 committed 14 days ago</div><div><div>Code cleanup</div><div> 4f9bebb </div><div> joohopark27 committed 14 days ago</div></div></div></div>
Commits on Jan 30, 2020	<div><div>fixed ball placement, need to fix screen scaling</div><div> b1cb444 </div><div> JuanTaco666 committed 18 days ago</div></div>
Commits on Jan 29, 2020	<div><div>Added Reset Button</div><div> 42714f7 </div><div> JuanTaco666 committed 18 days ago</div><div><div>Added Pause Button</div><div> 571797d </div><div> JuanTaco666 committed 19 days ago</div><div><div>Working X and Y grav sliders</div><div> 6dba1c9 </div><div> JuanTaco666 committed 19 days ago</div><div><div>added ball array</div><div> 4d3e128 </div><div> JuanTaco666 committed 19 days ago</div></div></div></div></div>
Commits on Jan 28, 2020	<div><div>balls working</div><div> f433889 </div><div> JuanTaco666 committed 20 days ago</div></div>

Commits on Jan 28, 2020	ball button semiworks JuanTaco666 committed 20 days ago		2b32ee3	
	able to add ball, needs work JuanTaco666 committed 20 days ago		5638500	
Commits on Jan 27, 2020	added method to add ball prefab joohopark27 committed 21 days ago		843cef5	
Commits on Jan 24, 2020	Made scale/mass functions JuanTaco666 committed 24 days ago		3d374bf	
Commits on Jan 23, 2020	vector can rotate and scale to its value joohopark27 committed 25 days ago		7131715	
	fixed bugs (Camera/canvas stuff) JuanTaco666 committed 25 days ago		b72242c	
	Added Canvas to Camera JuanTaco666 committed 25 days ago		02e2495	
	Added setter methods to ball JuanTaco666 committed 25 days ago		137e03c	
	some vector stuff JuanTaco666 committed 25 days ago		699fdac	
	made vectors follow ball JuanTaco666 committed 25 days ago		ae9b050	
Commits on Jan 21, 2020	fixed camera JuanTaco666 committed 27 days ago		300b54d	
	fixed material property update JuanTaco666 committed 27 days ago		43dde8d	
Commits on Jan 17, 2020	able to change bounciess/friction of ojects now JuanTaco666 committed on Jan 17		afb40f8	
Commits on Jan 16, 2020	fixed camera issue, and vectors are better JuanTaco666 committed on Jan 16		0e435b6	
Commits on Jan 15, 2020	Added Collision Functionality JuanTaco666 committed on Jan 15		fb9989e	
Commits on Jan 14, 2020	fixed problem related to vectors (Jon P) JuanTaco666 committed on Jan 14		107ffb5	
	Update Camera Settings (this is the 3rd time I'm seeing this change -... JuanTaco666 committed on Jan 14		2d3a74d	
Commits on Jan 12, 2020	added vector prefab with script joohopark27 committed on Jan 12		5cc0aa7	
Commits on Jan 8, 2020	added getters to scripts JuanTaco666 committed on Jan 8		0c049b7	
Commits on Jan 7, 2020	Added Ball and Camera Switch Scripts JuanTaco666 committed on Jan 7		763153f	
	Added Standard Assets JuanTaco666 committed on Jan 7		4842382	
Commits on Dec 17, 2019	Blank Unity Template JuanTaco666 committed on Dec 17, 2019		1f19370	
	Initial commit JuanTaco666 committed on Dec 17, 2019	Verified 	28c56d5	