

Project information				
<b><u>Project name:</u></b>		Evolution simulation		
<b><u>Reporting period:</u></b>		21-28/11/2022		
<b><u>Reporting date:</u></b>		28/11/2022		
<b><u>By:</u></b>		Ruben Bueno		
Project status summary				
Key accomplishments				
<b><u>In:</u></b>		<b><u>Accomplishment:</u></b>		<b><u>Comments:</u></b>
living_being.cpp		Implemented the <code>LivingBeing::See(int n)</code>		This function is meant to allow our LivingBeings to see. It uses multiple rays (n rays) and then returns the distance of the first object seen for each ray.
Progress report:				
Complete work:				
<b><u>Action:</u></b>	<b><u>Date:</u></b>	<b><u>Task:</u></b>	<b><u>In:</u></b>	<b><u>Comments</u></b>
added class Square	27/11/2022	N/A	living_being.cpp	I thought I would need it (even if not in fact), so it is implemented
Upcoming work:				
<b><u>Action:</u></b>	<b><u>Time:</u></b>	<b><u>Task:</u></b>	<b><u>Importance:</u></b>	<b><u>Comments</u></b>
Improving See	1 week	Implementing vision for LivingBeings	moderate	I still need to do some minor improvements