

Project information				
<u>Project name:</u>		Evolution simulation		
<u>Reporting period:</u>		21-28/11/2022		
<u>Reporting date:</u>		28/11/2022		
<u>By:</u>		Pablo Bertaud-Velten		
Project status summary				
Key accomplishments				
<u>In:</u>		<u>Accomplishment:</u>		<u>Comments:</u>
living_being.h and living_being.cpp		-made living beings inherit from QGraphicsItem -defined a bounding rectangle and shape for each living being -defined the functions to set the bounding rectangle and shape depending on their type, for now with very simple shapes (rectangles and circles)		First step was understanding the QGraphics library
Progress report:				
Complete work:				
<u>Action:</u>	<u>Date:</u>	<u>Task:</u>	<u>In:</u>	<u>Comments</u>
Upcoming work:				
<u>Action:</u>	<u>Time:</u>	<u>Task:</u>	<u>By:</u>	<u>Comments</u>

None	0 days	None	Someone	N/A
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