

# Report 6

Group PR\_Th1

## Issues from last week

### Resolved

- Flipper collisions work now
- Multithreading issues sorted
- Ball lies in absorber nicely
- Adding gizmos to the board
- Can move gizmos now
- Fixed adding, rotating and removing gizmo strategy to work properly even if the main flow is not followed (e.g empty tile selected)
- Disallow adding gizmos in flipper area (2x2 grid)

## Plan for next week

- Sort out triggering functionality
- Start implementing extra features

## Questions

## Group Members

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