Status Report - WEEK 1

Name: Justin Huang, Chris Liu, Anvesh Krishna Pattaje
Period: 5

Last week accomplishments:

- **[Chris]** Figured out Java dependency management with maven, JUnit integration; created repository on Github
- **[All]** Designed a class structure for the project
- **[Chris]** Created stub classes
- **[All]** Familiarized ourselves with dyn4j, our physics engine and graphics renderer
- **[Anvesh & Justin]** Logged into github and created our accounts and connected those with vscode successfully
- **[Anvesh]** Coded a little bit of the Obstacle class
- **[Anvesh & Justin]** Tried to understand a sample program called UsingGraphics2D that was in the dyn4j website and tried to plan a way to use some of those ideas for the shape of the player in our game and the shapes of our objects.

Next week's goals:

- **[Anvesh]** Write code for the Obstacle and Level classes.
- **[Anvesh]** Learn more about dyn4j library's methods and how collisions work.
- **[Chris]** Implement RoThro main class
- **[Justin]** Write code for the Level Class
- **[Chris]** Figure out how events/interactivity work within dyn4j
- **[All]** Write/clearly define specific rules for the game

Challenges/Concerns:

- **[Justin]** Figure out how to add more complex data structures.
- **[Anvesh]** unsure whether our class structure is specific enough and contains all the components required for the game to work.
- **[Anvesh]** Uncertainty of whether the Obstacle class will have any methods and whether the Ball class has many methods definitions, because it is the only thing that moves the most.
- **[Chris]** Dyn4j's GUI integration seems to be a bit convoluted. Not sure how it's going to work out