

# Status Report - WEEK 3

**Name:** Justin Huang, Chris Liu, Anvesh Krishna Pattaje

**Period:** 5

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## Last week accomplishments:

- **[Anvesh]** Added `getBallRadius()` and `setBallRadius()` methods to the level class and added more obstacles. Also learnt a little about Java's Swing framework to implement a pop-up window when the user wins the game.
- **[Chris]** Created a target hole in the right wall. Implemented detection of the ball successfully shooting into the hole. Implemented drawing lines for aiming the ball. Disabled mouse and extraneous keyboard interactions with the ball. Improved rendering details (removed rendering the center point for each body, new color theme, slower ball speed with more linear damping). Implemented a rudimentary transition process between different levels.
- **[Justin]** Finished the Arm class and controls for the arms, along with necessary parts of the Avatar class

## Next week's goals:

- **[Anvesh]** Finish coding all the obstacles' locations on the screen for all three levels. Implement the pre-game and post-game window pop-ups that tell the user whether they won the game, if they can go to the next level, and, if possible, implement some settings that the user can specify.
- **[Chris]** Create javadocs for the code. Improve rendering/game handling. Clean up unused/overly complex code. Start working on the final presentation.
- **[Justin]** Get legs and that part of movement done, maybe work on aesthetics and add pictures to the robot, ball, and obstacles

## Challenges/Concerns:

- **[Anvesh]** Are we going to implement moving obstacles? I want to write code for joints that allow specified Obstacles to interact together. I need to understand precisely how each Joint (RevoluteJoint, PinJoint, etc) works in dyn4j. How exactly are we implementing the pop-up window if we will not use / do not have to use the javax Swing framework?
- **[Chris]** What are we going to do with avatars? We may or may not decide to add one. Justin seems to be working on this. We need to make an executive decision soon.
- **[Justin]** If the avatar thing goes well maybe we can expand into a platformer as well? Maybe two players? We should also probably look into implementing a gui as well.