

Status Report - WEEK 4

Name: Justin Huang, Chris Liu, Anvesh Krishna Pattaje

Period: 5

Last week accomplishments:

- **[Anvesh]** - Learnt more about joints in dyn4j and implemented a PrismaticJoint in the first level. Added obstacles to complete level0 and started working on level1.
- **[Chris]** Improved the implementation of RevoluteJoints for rotary obstacles. Changed these types of joints to use angular damping. Made the aimline in scale with the ball radius. Added Javadocs to multiple classes
- **[Justin]** Added avatar to world and finished code for shooting the ball with the arms

Next week's goals:

- **[Anvesh]** - Finish adding obstacles to the other two levels and add new joints if time permits after adding all the obstacles to the levels first.
- **[Chris]** Finish adding javadocs. Create the in-class presentation. Discuss the avatar implementation with Justin and make a decision about whether to keep the avatar or not.
- **[Justin]** Redo avatar in a simpler manner, keep it in the 2d plane without gravity and have it kick the ball instead of throwing it.

Challenges/Concerns:

- **[Anvesh]** - How to add obstacles and ensure that the layout looks cool? How to understand which locations the obstacles should be placed and which joints should be implemented so that the game is appealing and fun?
- **[Chris]** The avatar implementation is quite sketchy right now. We need to either simplify the design or just remove it entirely. Also for some reason the frame rate is low on school mac computers. This needs some extra investigation.
- **[Justin]** The new idea requires a way to have the player know the path of the ball before they kick it, need to think of a way to implement that.