C S 324E Progress Report 6.1

Group 13

Alex Chiu, Albert Liang, Amar Vaswani

**Simulation Plan:**

Our plan for our Assignment 6 simulation involves a scene with a ball or multiple balls riding up an elevator and moving along a path, being affected by various forces, until it reaches the exit. Some of the forces may include spring, friction (sliding and rolling), gravity, being struck by objects, etc. The whole sequence of events in the scene should take around 5-10 seconds and will loop.

**Current Progress:**

Our current progress on the simulation is drawing the ball, the elevator, and one long platform to the scene. The ball starts offscreen and gets on the elevator when the elevator has reached the bottom of the screen. From there, the ball rides up the elevator to the top of the screen, where it then gets off and moves across the long platform to the right. This is where the ball currently stops. The goal is to keep moving the ball along a path that we will create where various forces will act on it until it reaches the exit, maybe somewhere near the bottom right of the screen. We could also create multiple balls or objects that ride up the elevator with different forces being applied to them.

**Computer Science Considerations: UML Diagram Below**

**Necessary Classes:**

Currently we have the Main class and the Ball class.

**Work Breakdown:**

The following list breaks down the classes each group member is working on:

Alex:

Albert:

Amar:

**Plan Moving Forward:**

We want to continue moving the ball along the path that we will create and continue introducing different types of forces to act on the ball. The ball will eventually make its way to the bottom right corner of the screen where it will disappear offscreen and restart getting on the elevator. We are also planning to create multiple balls of various masses or different objects altogether so the forces being applied to them differ from the first ball.