**Meeting Minutes – 26/02/2025**

(Max summarised overleaf tasks in GC, this is mainly code discussion)

In attendance: Sam, Max, Joel, Iestyn, Atticus  
Apologies from: Blossom, Ed, Noah

**Action Points:**

Coding Team: Setting up Github Desktop

**Overall Coding Plan**

* Initial Conditions
* Move the balls
* Forces
  + Particle Collisions
  + Wall Collisions
  + Gravity
* Graphics – Temperature and Pressure
* Move the walls

**Coding Discussion**

* Rather than set\_seed, keep track of the seed (Allows for edge-cases to be seen)
* camelNotation
* Atticus Goals: Ball Collisions (and everything that involves)
* Joel Goals: Graphics – Temp and Pressure (and everything that involves)
* Iestyn Goals: Velocity-Dependent Colours, Compartmentalise everything + Upload things, nsteps function, move the walls

**Colours**

* Dependent upon velocity
* Dependent upon recent collision