ARTIFACT
PROGRAMMER: DARREN BRUNELLE

PLANNED

Features: Car Class, a rework of our car class that contains important features, including but not limited to physics, force acceleration/brake, multiplayer support, VM compatibility, and more.

Feature Description: Uses Box2D(game physics engine) library to create a relatively accurate to real life car simulation where drifting is a product of physics, rather than a hardcoded action. This feature will offer a modular structure that includes files of code named *BodyHolder.Java, Car.Java, ShapeFactory.Java, Wheel.Java,* and some Box2D related code snippets.

- Car will manage the finalizations of car creation(Wheel Attachments), along with core movement methods.
- ShapeFactory is capable of creating most physical products of Box2D given required data
- Wheel simply maintains the creation and maintenance of wheels (a type of joint) in the car.
- BodyHolder handles some full assembly physics of the car while providing access to creating Body types

Other code focuses on changing current code to suit the Box2D model of World>Body>Fixture

COMPLETED

Features: Car class contains a physical rig of a vehicle that responds to input. Contains the previously described files. All physics-related parts complete. Does not include VM support or tested multiplayer functionality.

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