**Project Name** Surgeon-Sim

Week of: 9-10-13 -> 9-17-13

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**Brief Summary:**

Week 3

* This week I worked on the bouncing ball program using the pygame graphics library. I collaborated with my room mate Bryan and drew to get the class parts of the program functional, and implemented a new style of drawing the ball onto the screen without having the frame rate look bad.
* Right now the leap motions input is signified by a variable colored and sized dot.

**This week:**

1. Our “wins”

Working animation with physics and hand-ball interaction

1. Outstanding issues

We have been having trouble finding times for group meetings with all the members.

**Next week plans:**

Our plans for this coming week are to implement the open hand image for when the ball is not being held, and a closed hand image with the ball in the hand for when the ball is being “held”. If this goes very well we might be able to look into getting a working skeletal structure of a hand on screen that would have independent movement from each finger (This would be a direct connection to our Surgeon Simulator goal).