Andrew Berger

Changelog

Pellissippi Garden Glanner

Date Changes

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6-15-2017 Created UML Diagram and object map concepts

10-26-2017 Made a program in c++ to detect object overlap

Compiled and tested overlap binary with rectangles : )

10-28-2017 Implemented overlap detection for circles

Integrated Clipper API for overlap detection of any polygon

Revised overlap theory to start with circles or rectangles,

then deep test with Clipper if necessary.

Created an algorithm for “Polygonized ellipses”

in function polygonFromEllipse()

Implemented Konva API to draw polygons in JavaScript

Tested collision with every instance of two shapes! Success!

11-22-2017 Coded ellipse algorithm.

Implemented command line arguments to input polygons

Coded algorithm to draw circles around shapes to test overlap first

11-23-2017 Organized shape inheritance with magic pointers

Created ...from string functions to build shapes from input arguments

11-24-2017 Coded overlap algorithm to detect the shape’s overlap as circles, then as polygons

if necessary. Integrating overlap algorithms and functions to detect any two polygons.

Fixed a bug in the code that parses shape data from command line arguments

Narrowing down the code to get a clean binary!!!!!!!