**René Steeman**

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| --- | --- |
| What I did | How long I worked on it in hours |
| Collision |  |
| Research | 2 |
| Come up with own solution | 2 |
| Add collision entities to the engine | 5 |
| Experiment with broad-phase collision | 5 |
| Create final version of broad-phase collision | 4 |
| Create precise collision system | 4 |
| Integration with physics system | 4 |
|  |  |
| Report |  |
| Initial LaTeX skeleton | 4 |
| Introduction | 2 |
| Methods, experiments, results, and discussion for game engine | 5 |
| UML | 4 |
| Engine experiments | 3 |
| Design physics experiments | 2 |
| Reference system setup | 2 |
|  |  |
| Hitting the water system |  |
| Detect water hit | 1 |
| UI for the user to reset the ball | 5 |
| Resetting the ball code | 4 |
| Preview ball | 2 |
|  |  |
| Living editing system fixes | 5 |
|  |  |
| Save/load system rewrite with new API and better performance | 12 |
|  |  |
| Presentation |  |
| General improvements | 2 |
| Engine (including creating videos and rendering images) | 5 |
|  |  |
| Group organization |  |
| Meetings | 10 |
| Scheduling (agendas included) | 2 |
|  |  |
| Helping others |  |
| Helping Matthijs with physics (code, report, and presentation) | 11 |
| Helping Jean with UI and experiments | 3 |
|  |  |
| This report | 2 |

Total: 112

**Matthijs Kusters**

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| What I did | How long I worked on it in hours |
| Flying balls |  |
| Research (acceleration, directional slope, etc.) | 15 |
| Implementation (incl. fixing bugs) | 8 |
|  |  |
| Bouncing balls |  |
| Research | 6 |
| Implementation | 3 |
|  |  |
| Other additions/deletions to the solver(s) |  |
| Added checkOutOfBounds-method in all solvers | 0.5 |
| Moved the position of ball update | 0.25 |
| Moved method that checks if ball passed hole | 0.25 |
|  |  |
| Small random error |  |
| Research our code | 2 |
| Implementation | 1 |
| Created ShotInfo.java, and updated all solvers to use and return objects from this class | 1 |
| Added method that does not use random error in shot | 0.25 |
|  |  |
| Cleaned up code and added documentation | 2 |
|  |  |
| Report (Physics) |  |
| Section about different solvers (equations, pseudocode, explanation, references, etc.) | 14 |
| Acceleration section | 2.5 |
|  |  |
| Presentation |  |
| Adding formulas of solvers and fitting pseudocode. | 1 |
| Improve information and remove wrong stuff | 0.25 |
|  |  |
| Group organization |  |
| Meetings | 10 |
|  |  |
| Helping others |  |
| Helping René with implementing the collision and waterUI in the solvers | 2 |
| Help Jean so he was able to conduct the testing of the solvers | 0.25 |

Total: 69.25

**Aaron Schapira**

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| **What I did** | **How long I worked on it in hours** |
| **Collision Detection** |  |
| Research | 2 |
| Create final version of broad-phase collision | 4 |
| Create precise collision system | 4 |
| Integration with physics system | 4 |
| Refactor the code | 1 |
|  |  |
| **Presentation** |  |
| Made the presentation | 2 |
|  |  |
| **Group Organization** |  |
| Processing Minutes | 1 |
| Group Meetings | 10 |
|  |  |
| TOTAL | 28 |

**Haoran Luan**

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| **What I did** | **How long I worked on it in hours** |
| **Set up testing maps** | 3 |
| Understand function behind the method | 3 |
| **Learn how to use github properly** | 3 |
| TOTAL | 9 |