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 |
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| 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 |
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| Living editing system fixes | 5 |
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| Save/load system rewrite with new API and better performance | 12 |
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| Presentation |  |
| General improvements | 2 |
| Engine (including creating videos and rendering images) | 5 |
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| Group organization |  |
| Meetings | 10 |
| Scheduling (agendas included) | 2 |
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| Helping others |  |
| Helping Matthijs with physics (code, report, and presentation) | 11 |
| Helping Jean with UI and experiments | 3 |
|  |  |
| This report | 2 |

Total: 112