Name: Conrad Rife

Project Title: SPEngine2D

Team Members: N/A

Overall Status: Ahead of expectation

Number of hours worked since last update: 6 hours

Number of hours worked on the project thus far: 6 hours

Total number of hours anticipated for completion: 120+ hours

Accomplishments: visual studio downloaded, required library dependencies added, engine loop created, texture upload and rendering working, ready to begin requirements and creating efficient entity component system.

Challenges: Had difficulty rendering objects appropriately (textures wouldn’t show up, debugger needed installing, etc.), library dependencies were initially frustrating, but didn’t take too long to solve the problem.

Plans / Goals for next week:

* Elicit requirements from friends, family, coworkers
* Determine most appropriate entity component system for engine
* Create intuitive collision detection, enable input handling (regardless of simplicity), (stretch goal) create a simple animation
* Research the use of matrices and trig in programming

Accountability plan: (What is your plan to keep yourself honest and follow through with the goals that you have outlined?) I will plan my nightly free time accordingly to allow for time to work on this project. As well as, any additional pre-time prior to work will be spent studying and doing research for the project (answering questions, planning ahead, etc). Additionally, I will be creating a questionnaire and requesting additional information from people I know to gather as much information as necessary for assistance in this project.

Other comments: