**Features Developed in Sprint 2:**

1. Linear ray movement and edge detection

2. Moved project to a more JavaFX-friendly file

**Quick summary:**

In this sprint, the focus was on the basic mechanisms, Getting JavaFX to allow for hexagonal buttons and creating the mechanism for rays and their paths and end points. The project was also moved to a new file that includes all the JavaFX libraries and should allow for easier running of the project and future development.

From here on, the “Game” and “Display\_Board” classes will likely be the center of attention, as we work on the mechanics and rules of the board, and how to display what is happening in the game to the user(s).

**Problems:**

Due to other assignments and tests from previous classes, as well as a team member being out with a fever, a few Sprint 2 aspects have been moved to Sprint 3. This includes the testing for every ray case for the “Game” class, hit detection for rays encountering atoms, …