## TA MEET 30/1/19

Get revised plan

3 weeks

4 prototypes:

1. Flipper tests
   1. Don’t show how flipper connects in build mode

Just flip the flipper mult times

1. Abosrber -> flip up the ball at a constant gravity rate. Non editable
2. Collision – bumpers
3. Loading and saving

2 and 3 rely on each other.

Need to have a ball for the absorber, ball to demo collisions.

Flipper, do not need the ball at all. WORKING FLIPPER…

Deciding on who does what.

Test strategy -> document

Revised class diagram

Revised pan

Questions : NA