Week 5 Group Status Report (4/28/2025)

Overall Progress

- Networking:
  - Multiplayer support added to the client and the server
  - Cubes – sending multiple objects over the network (dynamic size)
- Graphics:
  - Animation of wasp
  - Shadows (directional light only) + blinn-phong lighting
  - Added support for rigged model loading from an FBX (or equivalent) file. The loaded model has joints that can be moved with DOFs. Still need to implement loading of keyframe animations
- Physics:
  - Started implementing broad phase collision detection (creating a 3d grid for the map and mapping objects to cubic cells. Decided to defer that to a later date
  - Narrow phase collision: implemented functions for SAT (Separating Axis Theorem), retrieved axis of collision and magnitude of penetration. As of Monday night working on getting the exact point of collision by translating objects along the axis of collision (for now not taking into account forces acting on it, just theorizing both objects meet at the halfway point along that axis).

Add a statement summarizing the group morale (feel free to be creative in expressing your morale).

Split:
- Tired
- Stressed
- Not great

- Comms meltdown be like
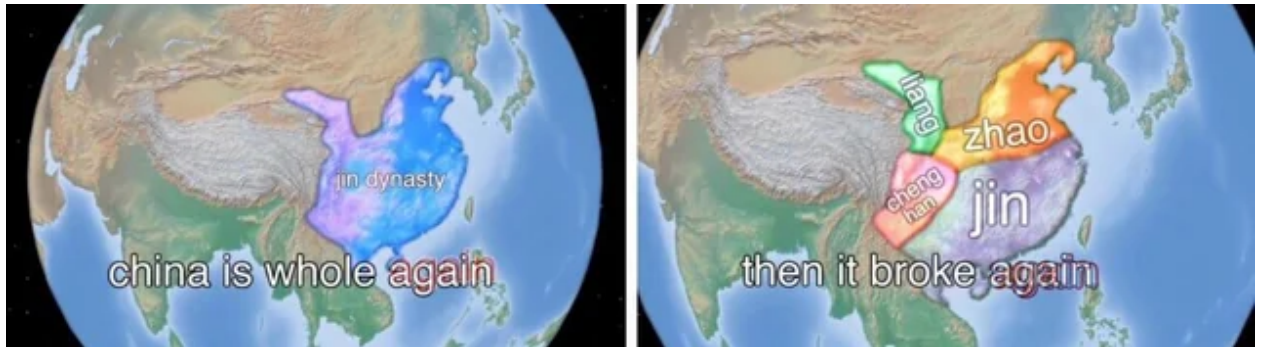
History of the Entire World, I guess
- https://www.youtube.com/watch?v=xuCn8ux2gbs&t=501s
8:21-8:26
  - UI UI UI UI UI…..

Thoughts and Concerns

- Communication is not great
- So true

Screenshots from this week: