# Week 4 Group Status Report (4/21/2025)

## Overall Progress

- Graphics: UI stuff, memory leak fix
- Networking:
    - Support for multiple clients together in action in progress
    - Expanded network protocol for multiple entities in progress
- Physics: Baselines are defined for bounding boxes and objects

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

Life got in the way.

## Thoughts and Concerns

- Weird things where it doesn't build right when you pull. For graphics a file had to be manually moved. For test-test-server deleting .vs
- With physics, we are in this weird gray zone where the physics aren't complicated enough to warrant bullet, but not easy enough where it's a trivial solution
- Systems programming is difficult.

## Screenshots from this week: