

BSE16071 - GD2P02 Physics Programming	Component Overview	Start:20th Feb 2018
		NZQA Level: 6 Credits: 15

Component Aims:

The GD2P02 Physics Programming component studies and applies physics programming for games.

Topics Include: Mathematics for Physics, Newtonian Physics, Collision Detection Techniques, Physics Middleware, Software Engineering for Physics Solutions.

Summative Assessments:

Assessment:	Weight:	Week of Issue:
Summative 1 - Exercises	30.00%	Week 1
2D Physics Project	30.00%	Week 4
3D Physics Project	40.00%	Week 10

Dates are subject to change with prior notice.

Policies:

See the Game Development Faculty Submission Policies