Project Brief

Documentation for My Brief

# Project Overview

I plan to design and implement a 3d ball physics game where the player uses their mouse to pick up and drop the ball to have it go through an obstacle course.

## Assessment Requirements

* Physics Joints – many obstacles can easily work off of a joints system.
* Ragdoll Physics – currently planning to just have a ragdoll character/obstacle somewhere in the stage
* Raycast into simulation's scene to interact with obstacles to help the ball get through the course.
* Trigger systems with callback functions will be implemented through collisions and possible save points on the level for the ball to trigger.
* Use of Character Controller physics bodies supporting dynamic and kinematic rigid bodies – Currently planned to have objects the player can control at certain points in the stage

# Additional Third-Party Libraries

Please identify and provide a link and license for each third-party library planned to be used to implement this brief.

When discussing each third-party library, discuss why it is included rather being completely implemented by yourself.

No third party libraries currently planned.

# Underlying Mathematical Operations and Algorithms

## Mathematical Operations

Currently don’t plan to use any out of the ordinary mathematical operations.

## Advanced Algorithms

Currently don’t plan to use any advanced mathematical operations.

# Research Material

Optionally, please include links or references to other research material that helped you develop this brief.

# Technical Risks

Currently there aren’t any technical risks that can be thought of.

# Credits

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