**Part 1 – Game Idea**

Top-down Golf game

Physics -> Velocity, Acceleration, momentum, mass, angles, collision

**Part 2- Game Engine**

Windows XP

See above

Coding styles

Void test()

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Tab spaces

Project directory same as lab

Maps

Actors -> Ball, Hole, Walls

Position, Collider

Velocity, Acceleration, Angle

Map -> Design of entire thing

All actors will have a position in the map

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Initiate map -> Place actors

Ball, the hole, and the walls should have an Actor(?), need position

Ball, hole need radius

Wall – length, width

Prototype

Create map

While loop (if !map)

Process game input

Process game state (can you hit, logic, moving of objects)

All logic

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