Learning the Separating Axis Theorem:

* Detects collision between two convex shapes in space
* Acts by projecting both shapes onto a single axis
* Collision is then detected when an edge from either shape occupies the same place when projected along the axis where the two shapes/pair of points are the closest.
* Check the axes of the normals of the polygons (checking normal clockwise is considered *left,* vice-versa for right most likely)
* Bouncing should occur along the axis perpendicular to the collision surface
* Friction should occur along the axis parallel to the collision surface

Current Algorithm idea:

* After using a broad collision detection, if two shapes are within collision range of eachother:
  + Check the normal-axes of both shapes, and detect if projected along these vector, whether or not the shapes collide.