COMP 395

Simulation Design

# Assignment 2 - Weight Hanging from a Spring

Worth 5% of your final mark

# Instructions:

Throughout the lecture we have discussed an example of a weight hanging from a spring. Now you must implement this concept in a Unity project. Design a simulation that accurately represents the characteristics of a weight hanging off a spring. Each component of the system should be represented accurately and have editable properties.

* The spring should have a definable spring constant that can be set in the game.
* The weight attached to the spring should have a mass characteristic that should also be editable within the game.
* The user should have the ability to push and pull the weight up or down with the mouse. Releasing the mouse button sets the system in motion which should react according to the position of the weight and the spring characteristics.
* Output information should be displayed regarding the properties of the system

# Submission:

* Unity project executable and the data folder
* Link to github repository of your project

# Grading:

* Implementation of system characteristics
* Representation of the original system
* Interface of the simulation
* Output
* Github page

**Due: Week 5 (Sunday Feb. 12)**