Mass-Spring-Network

PREPARATION
1.   **Download Application4_Stub**
2.   **Read and Understand the Spring and Mesh structures in main.cpp**

Create Grid
Affected Location: flatIndex(), initMesh()
1.   **Complete the flatIndex(Uint x, Uint y) method, to map a 2D index to a 1D index**
2.   **Create a uniform grid in initMesh consisting of connected triangles**
3.   **init the render mesh**
4.   **Take care of a proper initialization of all members of mesh**
5.   **add springs to the network connecting the particles**

Simulation
Affected Location: idle()
1.   **Implement a simple mass-spring-simulations using Euler integration to solve the ODE**
   -        Apply global forces to the particles
   -        Apply spring forces
   -        Integrate new positions

Tweek Parameters for a good visible result