References and Research Material

* Doc.Microsoft.com
* stackOverFlow.com
* Matt Dodd
* AIE Canvases Physics for Games Tutorials

Third-Party non-Physics libraries

* BootStrap
* glfw
* glm
* imgui
* std

What Improvements can be made to the Simulation

If I had more time I would like to add Rotational force along with improving the collision responses and adding in a user Interface so that you could add and remove objects to the scene.