**P2 Engine Highlights**

* **Collision System**
  + Mixed 3D collision detection with callbacks for the following: Terrain, AABB, OBB, and Sphere.
    - Video Demo: <https://youtu.be/nbrDgMbQt8E?t=1173>
  + Terrain collision with all other collision types and callbacks
    - Video Demo: <https://youtu.be/nbrDgMbQt8E?t=2751>
  + Layering collision tests for efficiency
    - Video Demo: <https://youtu.be/nbrDgMbQt8E?t=1642>
* **2D/3D Sound System**
  + Implemented using IrrKlang audio library <http://www.ambiera.com/irrklang/>
  + Includes both 2D and 3D sound types
  + Audible sound type (3D sound type attached to GameObject that self-adjusts its audio position based on its position in the game world)
  + Basic functionality including the following: play, pause, stop, looping, setting min and max hearing distance
  + Video Demo: <https://youtu.be/nbrDgMbQt8E?t=4822>
* **Debug Visualizer (Drawing Debug Shapes)**
  + Shapes include: Sphere, Box (AABB and OBB), Point
  + Demonstrated in the collision videos.