Shape Ninja

# References

To setup the functionality of the application I referred to the AIE canvas page, this allowed me to create a range of basic physics functions that could be built upon to create the game. Each section of the canvas had ways to create a new function, such as the rigid bodies and collision detections used to create the game.

To refresh my knowledge of C++ and remind myself of certain features I used websites such as <https://cplusplus.com/doc/> and <https://stackoverflow.com/> . Though these were used minimally, only to debug and doublecheck syntax.

# Libraries

## Custom AIE Bootstrap

## Standard Library

* Custom AIE bootstrap – includes GLM functions for drawing
* STD library

# Rigidbodies

## Core Functionality

* Core functions of rigidbodies

## Added Functionality

* Check delete, interactability

# Collision Detection

## Sphere to Sphere

## Box to Sphere

## Mouse Collisions

# Class Diagram

# Improvements

* Dynamic friction
* Complex shapes
* Mouse Trail