

## Who Did What:

Charlie - Wrote the BSPs and the contact point/normal calculations

Tyler - Set up the scene and did collision response

Paired Programming - debugging everything (this was a hard one)

## System Justification:

### Collision Response:

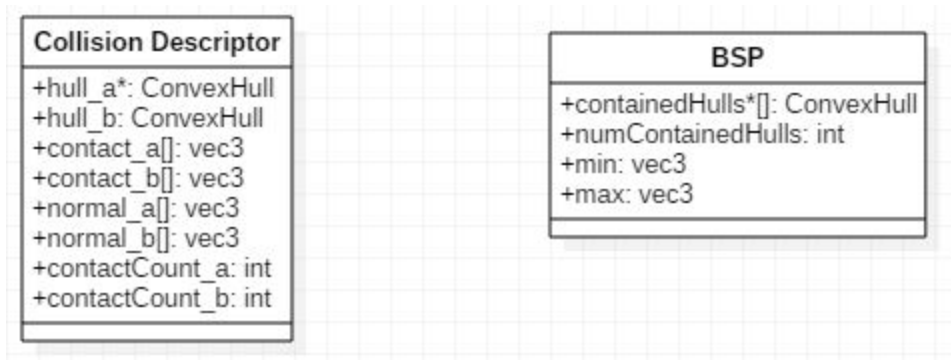
Collision response was implemented using this:

<http://www.chrishecker.com/images/e/e7/Gdmphys3.pdf> article. While it doesn't work perfectly, it does work to create a non-elastic collision for each colliding object.

### Collision Islands:

While it is a misnomer (We were originally going to make BSPs), collision islands were implemented to reduce the number of collision calls made each frame. They use a relatively simple setup and keep track of all hulls active inside of their bounds.

## UML and Flow Chart



Important Info Below

