Assessment Submission Coversheet:  
Physics for Games   
Task 2 – Document Your Custom Physics Engine

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| **Course Stream:** | 10702NAT – Advanced Diploma of Professional Game Development |
| **Assessment Name:** | Physics for Games |
| **Units Covered:** | ICTGAM556 – Develop and implement physics in 3-D digital games |
| **Teacher/s:** | Jesse James Donlevy |
| **Due Date:** | 20/02/23 |
| **Date of Submission:** | *Will be automatically recorded on Canvas* |
| **Assessment Work Location** | Canvas/GameProgrammingYear 2/SYD/2023/Assignments Physics for Games-Task 2 |

*For more information on these parts, please click on the* [***Subject and Assessment Guide***](https://aie.instructure.com/courses/1027/files/723141?wrap=1) *link in the course* ***Game Programming Year 2*** *under the subject* ***Physics for Games*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2023 Subject & Assessment Guide – Physics for Games*** *and go to* ***Assessment Tasks – Engine Documentation.***

**Naming Convention**

* Yourname\_PfG\_CPP\_Doc.pdf

**Declaration**

By submitting this work under my name, I declare that my submission is my own work with respect to plagiarism and does not violate any copyright laws. I have retained a copy of this assessment material that I can produce if requested.

Tick to acknowledge you have read and agree with this declaration.

Name: **Please enter you name.** Date: **Please enter the date**

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**Work Submitted:***Tick to acknowledge you have submitted this part of the assessment.*

1. Class Diagrams:
   * Submitted UML 2 style class diagram for custom physics engine.
   * Includes :
     + physics systems classes
     + their properties
     + Relationships
     + how they interact together
2. Documentation:
   * Wrote documentation for physics system.
   * Includes:
     + references and research material which was used to influence the creation of the custom physics simulation
     + Explanation of what the physics simulation is demonstrating and how rigid bodies interact.
     + Third party libraries involved.
     + Improvements that could be made to the custom physics simulation

Name: **Please enter you name.** Date: **Please enter the date**