Physics for Games

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| **Assessment Task Number:** Part 2 – Document Your Custom Physics Engine | |
| **Unit Code(s):** | **Unit Title(s):** |
| ICTGAM556 | Develop and implement physics in 3-D digital games |
| **Instructions to Learners:** | |

Once you have created your simulation you will need to create documentation that includes:

* Class diagrams for your custom physics systems
* List of references and research material used for creating the custom physics simulation
* Any third-party non-physics libraries used
* What improvements could be made to the simulation

Submit a single document containing all tasks (i.e., include your class diagrams and technical description of your physics system in the same document).

Respond to any feedback given by amending the documentation or projects as required. Where modifications were made as a result of feedback, ensure this is recorded in your document.

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| **Task** | | **Evidence Criteria** |
| 1. | Class Diagrams | Create class diagrams for the Custom Physics Simulation that includes:   * Physics System’s classes, their properties, relationships and how they interact together   Your class diagrams should be included in your documentation |
| 2. | Documentation | Write documentation for your physics system that includes:   * References and research material used to influence the creation of the Custom Physics Simulation * What the Custom Physics Simulation is demonstrating and how the physical bodies are interacting together * Third-party libraries used to create the Custom Physics Simulation, if any * What improvements could be made to the Custom Physics Simulation to support further features and more accurate simulations |
| **Submission Requirements:** | | |
| You will need to submit the following:   * A single document in MS Word or PDF format containing the documentation for your physics system, including class diagrams. | | |