**<Anything between pointed brackets> or states to [Delete this] around a subject and this text box must be addressed and the original template content deleted, also remember to remove the draft watermark before submitting.**

Custom Physics Documentation

<PHYSIC SIM NAME>

<YOUR FULL NAme>

2023

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# 1.0 - Custom Physics Simulation Class Diagram

[Delete This] Class diagrams should illustrate the relationship between classes and interfaces, providing a static view of the system, or part of a system, and describing what attributes and behaviours it has rather than detailing the methods for achieving this.

***Illustrate*** your custom physics systems using a [UML 2.0 Class diagrams](https://aie.instructure.com/courses/808/pages/Code%20Design%20and%20Data%20Structures%20-%20UML?titleize=0). This includes Physics System’s classes, their properties, relationships and how they interact together.

Included in this document is a simple sample that you can use as a starting point for you to create your own system. You can use draw.io to do this.

Diagram

Description automatically generated

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# 2.0 - Custom Physics Simulation Interactions

[Delete This] ***Define*** in your own words what your Custom Physics Simulation is demonstrating and ***outline*** how the physical bodies can interact together as dynamic and static objects. [/Delete This]

# 3.0 - Custom Physics Simulation Potential Improvements

[Delete This] The objective of this simulation is to demonstrate static and dynamic objects interaction in 2D space. ***Examine*** what improvements you could make to your simulation; this could be to:

* Support further features.
* provide a more accuracy.
* Make it more precise.
* Improve the quality.

(This refers to custom physics simulation library you are creating, not directly the game you have created. These are not always mutually exclusive however.) [/Delete This]

## 3.1 - Improvement #1

## 3.2 - Improvement #2

# 4.0 - Visualised Game Using Your Custom Physics Simulation

[Delete This] ***Define*** what your visualisation (chosen game) is and then ***explain*** how you created it and how it works. (Include Image/s). [/Delete This]

# 5.0 - Third Party Libraries

[Delete This] ***Identify*** and ***explain*** third-party non-physics libraries used, if any. Otherwise ***identify*** why none where used [/Delete This]

# 6.0 - References

[Delete This] List of references and research material used to influence the creation of your custom physics simulation and where you researched to improve the quality of the system.

Use the Harvard Citation Method to cite books and websites used. Here is a link to a good citing website if you are unsure how to do so <https://www.citethisforme.com/citation-generator/harvard> [/Delete This]