VectorMaths

- fMag
- fNormVector
- rotationMat
- fDot
- newPos
- newVel
- emptyVector

+ VectorMaths()
+ getMagnitude()
+ getNormalisedVector()
+ rotationMatrix()
+ dotProduct()
+ setPosition()
+ setResponse()
+ zero()

-m_vectMaths

Physics

+ eCurrentDirection
- position
- velocity
- friction
- direction
- rotationAndDirection
- fSpeed
- fMass
- fAngle
- fDegToRad

+ Physics()
+ updatePhysics()
+ setPosition()
+ setVelocity()
+ setSpeed()
+ setMass()
+ setDirection()
+ setFriction()
+ setAngle()
+ getPosition()
+ getVelocity()
+ setDirection()