**Physics Loop**

how and in what order are ball motion, collision detection, collision resolution, triggering, friction/gravity, and drawing are handled. A High Level algorithm.

moveTime = 0.05, 20 times per second

Calculate time until collision for each ball on the board

Find the minimum time until collision.

if no collision will occur in the next movement, such that the minimum time until collision is greater than 0.05s, the ball should move for its full 0.05s.

The game board

If a collision will occur, the ball should move for only the time until collision

The flippers and any other moving objects on the board should also only move for the time until collision.

For example, if the time until collision was 0.02 seconds, a flipper that is in the process of moving should only move for 0.02 seconds

Apply friction and gravity

Notify

Note for this description we are only considering that there is only one ball present on the board. We would instead find the time until collision for all balls on the board and use the minimum time until collision ,