**Physics Loop Description**

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:

Each ball will move for its full 0.05s.

All active flippers should move for 0.05s.

If a collision will occur in the next movement, such that the minimum time until collision is less than or equal to 0.05s:

The ball should only move for time equal to the minimum time until collision.

Resolve each ball that makes a collision, set new velocity and direction.

Check if the gizmo that the ball hit has a trigger attached. If so

If so, start trigger’s sequence

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

Check for key triggers

Apply friction and gravity to calculate the new vector of each ball.

Notify observers and redraw the updated view.