James Lyle

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Production Brief – Math Lib.

**Premise**

MathLib2.0 is meant as more as a learning tool than an actual program to be played. It is the basic form of how Math Libraries work together as well as to show how collisions work with two objects.

**Technical Decisions**

The rendering, input management, and timing will be handled by SFW, a simple library developed for educational purposes by James Lyle (James.lyle@students.aie.edu.au.) GitHub and Visual Studio are the primary software stack.