James Lyle

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Post Mortem

Through following the instructions of Terry and Esme my instructors, I have now grasped a basic understanding of how collisions work within math libraries. The process of writing the code was time consuming but the end result was a success.

In the future I hope to revisit this project and add borders around so that the objects will collide with those walls and trap them within a set amount of boundaries. Perhaps maybe I will add in some nice textures to give the project a theme, perhaps space.