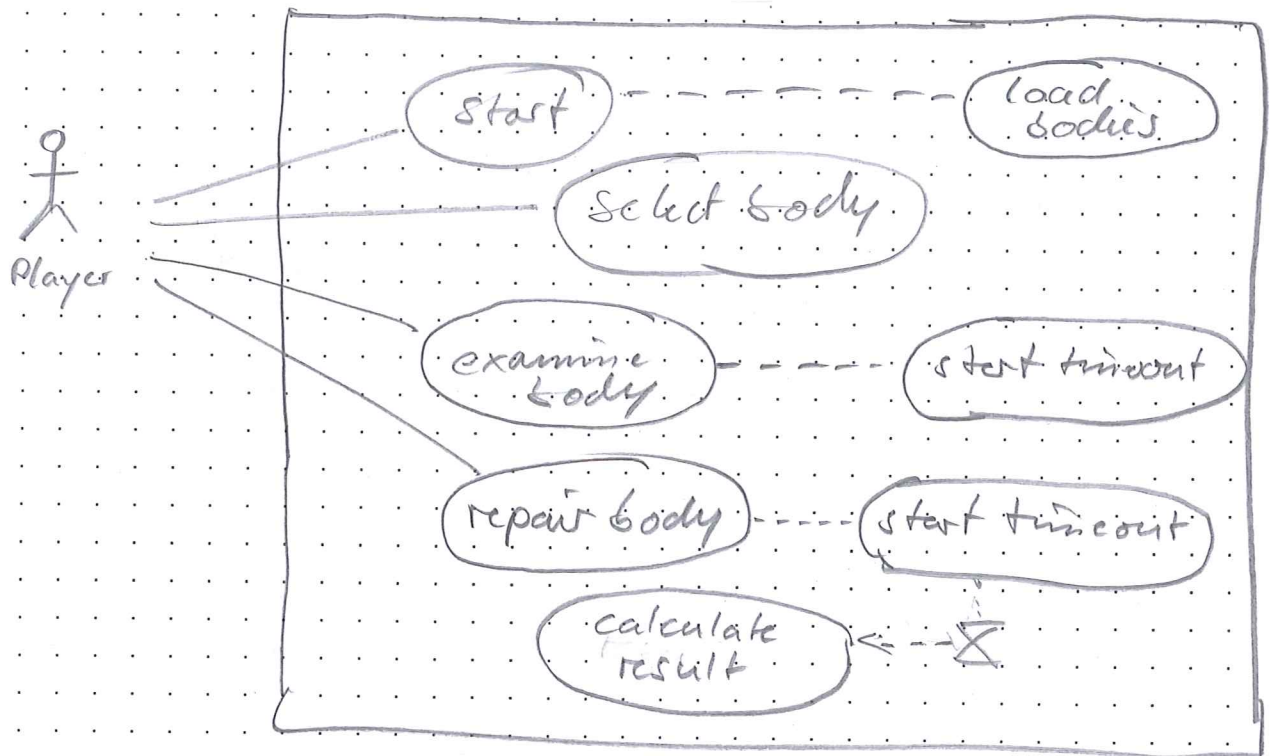


# Episoma

## use-case-diagram



# Episoma

todo

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- define body
  - class
  - instances
- explode
  - find positions / orientations
  - animate
- interaction
  - move w a s d q e
  - trans -z -x z x y -y ✓
  - rot -x -y x y z -z
  - click: select fragment ✓
  - hold: move camera ✓
- evaluation

Episoma

BodyData

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```
body = { [
  { name: "...",
    fragments: [
      { color: "...", alpha: ..., position: [-, -, -],
        causes: [
          [-, -, -], [-, -, -], ...
        ]
      },
      { ... }, ...
    ]
  },
  { ... }, ...
]
```

Episoma  
class Body

- construct with body-data of specified body
- create list of fragments & controls
  - move controls to given positions
  - add to game