

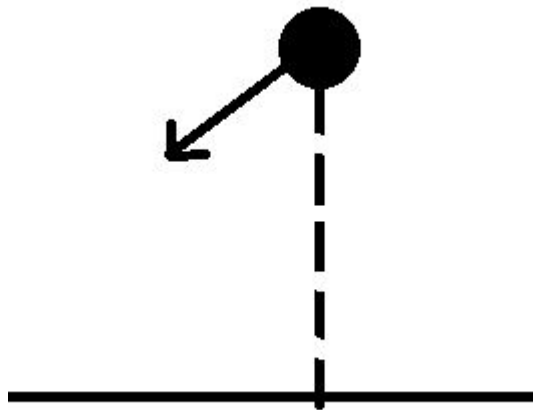
Pong

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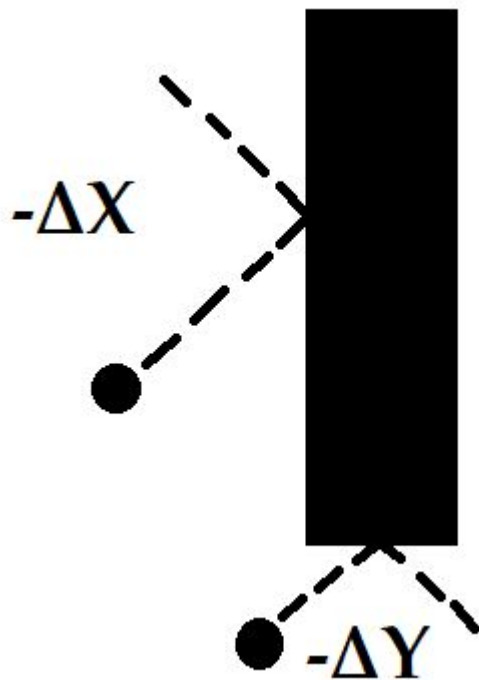
Problemi

- Collision detection
- Odbijanje od čoška
- Odbijanje
- Višestruko odbijanje

Collision Detection: Poligon/Linija

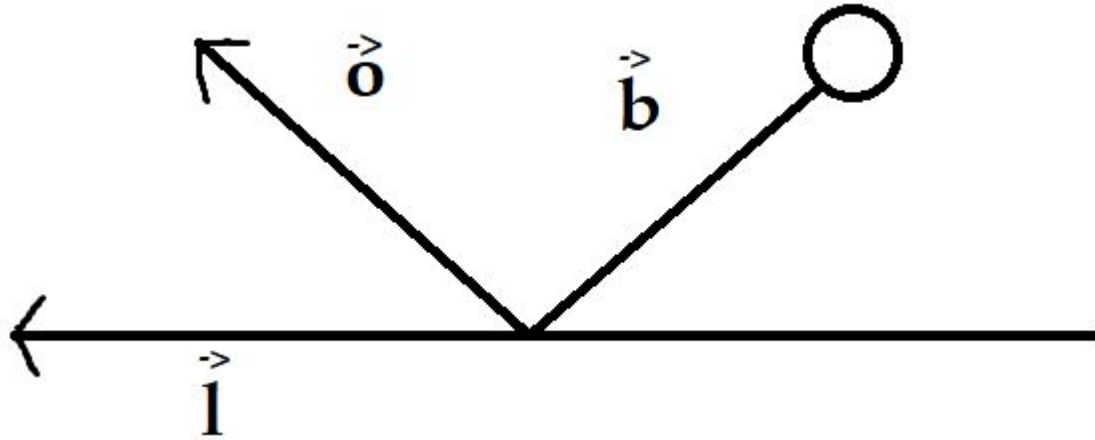


Odbijanje: Krug - Uspravan Kvadrat



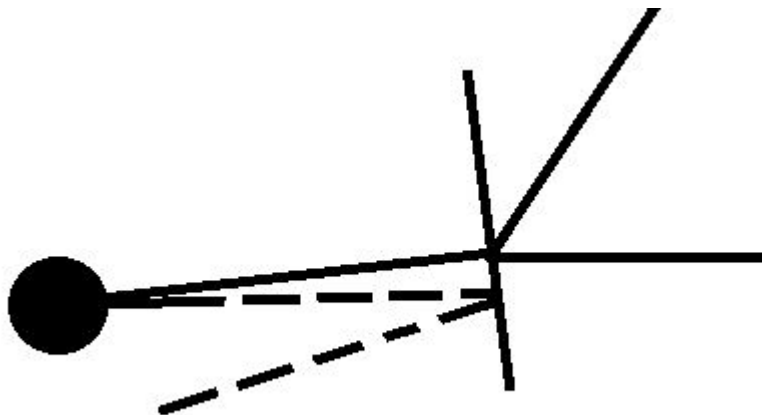
Odbijanje: Krug - Poligon

Gleda se kao vise Krug - Linija

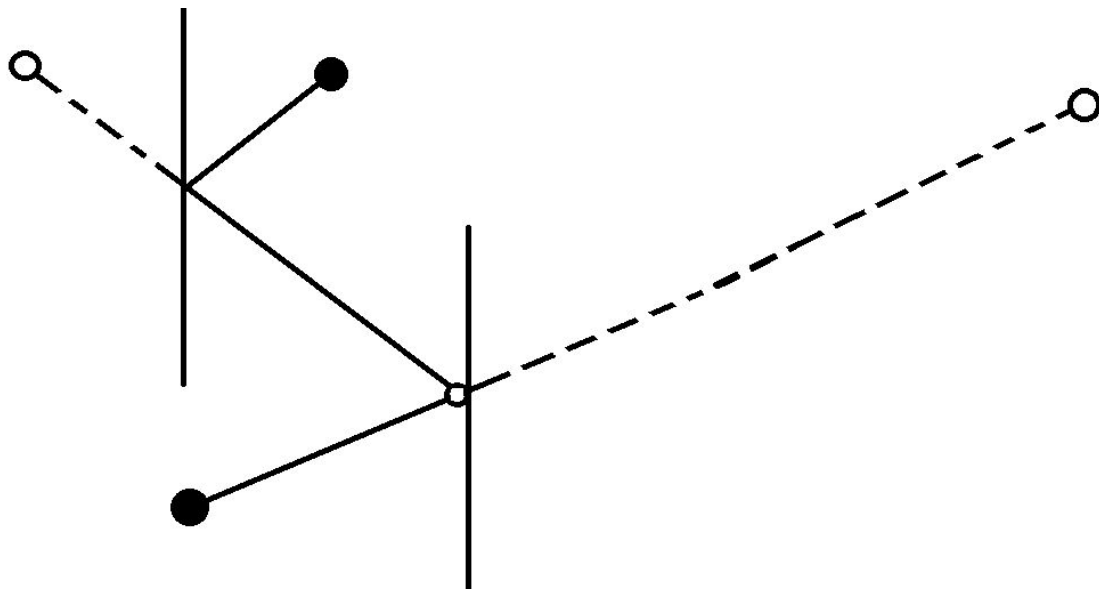


$$o = l(b^2 - b)$$

Odbijanje od čoška/lopte



Višestruko odbijanje



Literatura

- <https://spicyyoghurt.com/tutorials/html5-javascript-game-development/collision-detection-physics>
- https://www.jeffreythompson.org/collision-detection/table_of_contents.php

Hvala na pažnji