

Intro to Game Development

WEEK 03 - Physics

Topics covered today in the form of a live demo:

- * Using 2 input joysticks with the Input Axis Menu
- * OnCollisionEnter2D and when Unity calls it
- * Fixed Update, Unity's main Physics loop
- * Physics Materials and how to create them
- * Determining the hit position of an object on a rectangle
- * Vectors and basic geometry review
- * Normalizing a Vector
- * Applying the normalized vector to in game motion
- * torque as the cross product of two vectors

Reference material

- * <http://noobtuts.com/unity/2d-pong-game>
- * <http://gamedevelopment.tutsplus.com/tutorials/using-torque-and-thrusters-to-move-and-rotate-a-player-designed-spaceship--gamedev-2610>
- * <http://natureofcode.com/book/chapter-2-forces/>
- * <http://gamedevelopment.tutsplus.com/tutorials/using-torque-and-thrusters-to-move-and-rotate-a-player-designed-spaceship--gamedev-2610>