I GOT MOTION ENGINE

Camera:

* MyCamera: Parent class that instantiates the camera
* OrthoCam: For orthographic camera
* PerspectiveCam: For perspective cam

P6:

* DragForce: Simulates drag
* Force: Updates the force over the frames
* ForceRegistry: Updates the physics particles during simulation
* Gravity: Simulates Gravity
* MyVector: Vector operations for the physics math
* P6Particle: Applies the physics to the particle/object
* Particle: For the particle differences
* PhysicsWorld: manages a list of physics particles, updating their states, and applying forces to them during a simulation.

Renderer:

* Input: Intakes the keyboard inputs during the simulation for camera switching and movement
* Model3d: class for loading 3D models, managing their textures, setting vertex and texture data, and performing transformations and rendering in a graphics application.
* Shader: manages the shader files needed for rendering

This version of I GOT MOTION ENGINE intakes an amount of particles from the user before the simulation starts. The particles simulate a “Spark” effect where from a point, sparks fly away from it then eventually falling or disappearing.

The user can switch between an orthographic and perspective camera using key 1 and key 2 and move around using WASD . The simulation can also be paused using the spacebar.