

CSD1130

# Game Implementation Techniques

Lecture 17 - Exercise

# Exercise

- We have a point **Bs(-2,2)** that is travelling in one frame time to another point **Be(3,-1)**.
- A bouncy wall is represented by a line segment, located at **L[Po(0,-3),P1(0,3)]**
- Find the final point position **Be'** after collision and reflection (if any collision has happened) of the point with the wall.