GD2P02 Exercise Set 2:
Ex 1 - Forward Kinematics

Ex 1.1: Grass Simulation

★ Create a grass simulation using Forward Kinematics, with at least 200 grass blades.

★ Each blade of grass should sway in the wind, and should be made up of at least 5 sections in a kinematic chain.

★ Add some random variance to the grass length and sway offset to make the grass appear less uniform.

★ Render the grass along the bottom of an SFML window, using lines to draw each grass segment.