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Custom Physics Engine Documentation

Physics for Games

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*By Sian Sallway*

Resources used:

* Fixed Timestep Tutorial
* Linear Force and Momentum Tutorial
* Collision Detection Tutorial
* Collision Resolution Introduction Tutorial
* Collision Resolution Sphere to Sphere Tutorial
* Collision Resolution Sphere to Plane Tutorial
* Collision Resolution Static and Dynamic Friction Tutorial
* Collision Response and Friction Tutorial
* Rotational Force Part 1 Tutorial
* Rotational Force Part 2 Tutorial
* Rotational Force Part 3 Tutorial

Third-party Libraries:

* AIE Bootstrap
* Glm