Asteroids

This game is based of the classic 2D asteroids game (<https://en.wikipedia.org/wiki/Asteroids_(video_game)>). However, this version is in 3D.

Technical skills used include:

* List operations
* Advanced matrix operations
* Complex user-defined use of OOP (classes, inheritance, composition, polymorphism, interfaces)
* Complex mathematical model
  + The collision detection system uses a standard implementation of the ‘Separating Axis Theorem’.
  + The world coordinates (3D coordinates of each vertex of a mesh in the world simulation) are calculated on the GPU as it can do vector transformations more quickly than the CPU due to its much higher capa

Here are the javadocs in HTML and PDF formats:

