Broad Phase Collision Detection

psuedocode

James Blair | Interactive Graphics | 3rd Year

# drawGrid () -

* This function will divide the canvas into a specified number of rows and columns
* It will receive ints for these values and reference the screen size to determine positions
* Using a nested loop it will draw lines to display this to the user

# resetBalls () -

* This function will resets the balls to their base color on each frame
* This will be achieved by assigning 3 fill values to the object within the class

# create3DArray () -

* This function will place the molecules into the correct reference of the 3 dimensional array based on it’s position.
* This will be achieved using a for each function and the Math.Floor tool for most efficient calculation.

# splitIntoGrids () -

* This function will establish an empty three dimensional array using nested loops and the push function

# checkIntersections () -

* Using the filled 3 dimensional array this function will be used to cycle through the lowest level of that array to check molecules for collisions
* Once this is achieved it will run any necessary changes on the appropriate molecules