Instructions for both Mac and Windows

How to update position of object (time.deltatime)

Find a simple example, find out how to move at regular rate

Don’t rely on built in engine, do it ourselves

Find position variable, velocity variable etc.

Be able to have slow framerates (variable) so we can show what is happening (can fake what is happening… eg. update every 10 frames)

First task, collision of spheres.

Generate a ball in a compact and easy way

Physics engine, treat is as a point, which is the centre of the object.

Support glTF models: python -m pip install -U panda3d-gltf

Bullet engine

Figure out how to update objects

Call back

How to update position from step to step

Real time update position or fixed time update position

Variable frame rates

Colliding spheres as first project

Generate easy ball

Treat the ball as a center point with a radius

Pool table game

No external forces no gravity