The aim of the game is to fuse metal by bombarding a metal with atoms to create

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| <<*Abstract>>*  **PhysicsObject** |
| # m\_shapeID: ShapeType  # m\_scene: PhysicsScene |
| # PhysicsObject (ShapeType)  *+ fixedUpdate(glm::vec2, float)*  *+ draw()*  *+ CollideWithSphere(Sphere\*)*  *+ CollideWithPlane(Plane\*)*  *+ CollideWithBox(Box\*)*  *+ Collide(PhysicsObject\*)* |

|  |  |  |
| --- | --- | --- |
| <<*Abstract>>*  **Rigidbody** | <<*Abstract>>*  **PhysicsObject** | <<*Abstract>>*  **PhysicsObject** |
| # m\_shapeID: ShapeType  # m\_scene: PhysicsScene | # m\_shapeID: ShapeType  # m\_scene: PhysicsScene | # m\_shapeID: ShapeType  # m\_scene: PhysicsScene |
| # PhysicsObject (ShapeType)  *+ fixedUpdate(glm::vec2, float)*  *+ draw()*  *+ CollideWithSphere(Sphere\*)*  *+ CollideWithPlane(Plane\*)*  *+ CollideWithBox(Box\*)*  *+ Collide(PhysicsObject\*)* | # PhysicsObject (ShapeType)  *+ fixedUpdate(glm::vec2, float)*  *+ draw()*  *+ CollideWithSphere(Sphere\*)*  *+ CollideWithPlane(Plane\*)*  *+ CollideWithBox(Box\*)*  *+ Collide(PhysicsObject\*)* | # PhysicsObject (ShapeType)  *+ fixedUpdate(glm::vec2, float)*  *+ draw()*  *+ CollideWithSphere(Sphere\*)*  *+ CollideWithPlane(Plane\*)*  *+ CollideWithBox(Box\*)*  *+ Collide(PhysicsObject\*)* |

<<*Abstract>>*

**PhysicsObject**

# m\_shapeID: ShapeType

# m\_scene: PhysicsScene