**2D-Physics Games Analysis**

Many gaming platforms, particularly on smartphones, hosts over thousands of games incorporating physics from real life and provides a standpoint for core mechanics that players will interact with whilst drawing experiences from this and the design involved. Because of the simplicity behind physics in games.

Trajectory Physics: Exerts forces on objects known as projectiles to collide with other objects.

Ragdoll Physics: Simulates a lifeless entity that has no solid structure, causing it to be limp and throwable.

Gravitational Physics: The underlining basis of physics used in games, usually applying gravity across world space and manipulating it as a player.

Particle Systems: Derived from the context of explosions and propulsions, they are used to add atmosphere and special effects from certain actions.

QWOP, Happy Wheels, Shellshock Live, 8 Ball Pool, Angry Birds (Star Wars version), Basketball Sim.,