PhysicsParticle Class :

PhysicsParticle(); -> Constructor was created to initialize the lifespan of the particle

void update(float time); -> Updates the forces and the lifespan of each particle

void AddForce(MyVector force); -> adds force to the object

void ResetForce(); -> sets the forces added to 0,0,0

void AddLifeSpan(); -> Gets a random number between 1 to 10 and sets it as the lifespan of the particle created

void UpdateLifeSpan(float time); -> updates the lifespan every second and destroys it when the timer is up

void Destroy(); -> destroys the particle

bool IsDestroyed() { return isDestroyed; } -> sets a flag for when a particle is destroyed

RenderParticle Class :

void Draw(glm::mat4 identity\_matrix, glm::mat4 projection\_matrix, glm::mat4 view\_matrix); -> gets the forces, object, and other necessary values and draws each particle on the list.