CG

CGP600 – AE2 Individual project

Ethan Bruins – Q12192287

Solent University

Computer Games Software Development

# Introduction

In this report I will go into detail about the project I created in C++ with DirectX 11 for advanced games programming.

# Design

## Collision

For my collision implementation I didn’t want to just have spherical colliders as this would result in a very clunky game if I had custom models. Instead I’ve gone for a joint Axis Aligned Boundary Box and Spherical collision. This allows me to have some freedom as to what type of colliding each object has. For implementation I took my knowledge of AABB collision and combined it with Sphere collision detection to allow for both collision types to collide with each other.

# References

LARSSON, T., AKENINE-MÖLLER, T. and LENGYEL, E., 2005. *On Faster Sphere-Box Overlap Testing.*[viewed 29/12/2018]. Available from: <https://pdfs.semanticscholar.org/ede0/ef718fc599b9af6ca909db3696c9e87f7192.pdf>