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Unity Collisions

Section 4)

4i)

I implemented the sort and sweep algorithm to pick out pairs of polygons that will be checked later for collisions. I used merge sort to sort the x and y coordinates. This means the complexity of the sort and sweep algorithm is $O(n \log n)$ since all the value comparisons are done during sorting and the complexity of merge sort is $O(n \log n)$. I did not use any of the mentioned data structures but I did utilize a few lists to keep track of the potential collisions that are x and y axis-aligned.

Section 6)

6b)

This is a youtube video of the PrismManager running:

<https://www.youtube.com/watch?v=6fiC4PhT4c8>