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Post Mortem: Physics Project Box2D

User Controls:

- None: Box2D never worked, and constantly broke to the point that each change I made, made things worse.

Levels:

- None: Couldn't even build One level due to errors, this was caused by OpenGL and box2D not playing nice with each other.

Known Issues:

- Gravity: Gravity as a force was applied and was as far as I know was working, however none of my Dynamic Bodies were affected by gravity, nor were the static body's.
- Spawning: Box2D objects were spawned in at 0,0 for no reason even though they were given a location, after Trial and error I was able to spawn bodies at their correct location however they were fixed and refused to move.
- Drawing: Initially all objects did not draw correctly, however after trying to fix them the Project broke and know only displays a Black Screen. I am unsure on what causes this however I can change it to a white Screen, so I believe it to be an issue with a body scale?

Things to Do next time:

- Use the Box2D test bench and adapt that to what I need.