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| PHYS1521  **Math and Physics for Games**  Realistic Projectile  Simulation Report  Digital Media and IT  School of Applied Sciences and Technology |

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| **Section:** | A01 |
| **Date:** | March 22nd 2017 |
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*Fig. 1.* Screenshot of Projectile Motion Flash Simulation.

From “Projectile Motion” by Splung.com at <http://www.splung.com/content/sid/2/page/projectiles>

Table of Contents

[Introduction 1](#_Toc477972622)

[Concept 1](#_Toc477972623)

[Wind Resistance 2](#_Toc477972624)

[What it is 2](#_Toc477972625)

[How It’s Relevant to Game Programming 2](#_Toc477972626)

[Conservation of Momentum 2](#_Toc477972627)

[Conclusion 2](#_Toc477972628)

[References 3](#_Toc477972629)

**Table of Figures**

[Fig. 1. Screenshot of Projectile Motion Flash Simulation. i](#_Toc477974426)

# Introduction

Introduce your topic here. Give reason(s) why you chose this topic and the relevance to Game programming. Need at least one FULL paragraph.

Projectiles are moving objects that have plenty of physics associated with them. Our project is to create a virtual and realistic simulation involving launching projectiles at several angles. We chose this topic because it is familiar to us due to our Math and Physics for Games class at NAIT. We also see this as an excellent opportunity to translate our calculations into visual results.

There are plenty of video games that use projectile-like assets. The physics behind these assets are a lot more complicated than they may seem at first. For example, the game “Angry Birds” uses birds as projectiles and they are affected by multiple forces. All these forces must be programmed in, otherwise the projectile may act differently than a user may expect. For example, a projectile may slow down faster than a user expected, hence ruining their attempt at the shot.

This report will highlight our efforts towards creating a realistic projectile simulation and will go into detail on how each physics concept involved affects the projectile.

# Concept

Here you will have several paragraphs outlining the concept(s) of your project. You will need to go into depth on your project, i.e. outline all the key points relevant to Game Programming. For each key point below be sure to include diagrams/figures along with any math/code that is relevant to the key point. The diagrams and figures will need to be updated in the Table of Figures.

The simulation will involve two different scenarios. One scenario will have the projectile being launched from a cannon, and the other scenario having a ball being flung after multiple circular rotations around a center pivot. Our simulation will allow the user to change the variables in the simulation using a menu, this will demonstrate how well our mathematical calculations will react to the changes instead of being hard-coded values.

In our work, gravity’s acceleration will always be considered as -9.81 m/s2 as this is the constant we have been using in our physics class.

We’ll be using all the following concepts in our simulation, and they will be explained individually in this report:

* Wind Resistance
* Momentum Conservation between two colliding objects
* Air density/Resistance
* Linear Projectile Motion
* Rotational Projectile Motion
* Torque

## Wind Resistance

### What Is Wind Resistance?

### How Is It Relevant to Game Programming?

## Momentum Conservation in Collisions

### What Is Momentum Conservation?

### How Is It Relevant to Game Programming?

## Air Density

### What Is Air Density?

### How Is It Relevant to Game Programming?

## Linear Motion

### What Is Linear Motion?

### How Is It Relevant to Game Programming?

## Rotational Motion

### What Is Rotational Motion?

### How Is It Relevant to Game Programming?

## Torque

### What Is Torque?

### How Is It Relevant to Game Programming?

# Conclusion

Summarize the report by restating the reason for this topic and how the key points (covered above) make this topic relevant to Game Programming.

# References

Put all your references here.