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

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| **Name(s):** |  |
| **Section:** |  |
| **Date:** |  |
| **Instructor:** |  |

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# 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.

# 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.

## Key Point 1

Section for Key Point 1 (you need to rename the heading for this sub-section).

## Key Point 2

Section for Key Point 2 (you need to rename the heading for this sub-section). Repeat this as many times as required for your report

# 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.