CAS 741: Problem Statement
Game Physics

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Table 1: Revision History

Date	Developer(s)	Change
September 14, 2018	Oluwaseun Owojaiye	Initial draft
September 14, 2018	Oluwaseun Owojaiye	Added problem description

Some aspects of physics are very useful in computer games development hence, most of the popular games on the market today would never be successful without a good physics engine.Game physics libraries are used to simulate physical phenomena in objects e.g a physics library can be used to simulate collision between 2 objects in a game. It can be an arduous task in game developmemt to create a game physics library from scratch,and if not included may result to sub-standard game products. If there are more affordable/free open source game physics library on the market, game developers would be able to incorporate them in their products producing high quality game products.

The purpose of this software is to create a fast, easy to use and portable game physics library for simulation of 2D rigid bodies that can be used by game developers in their products.