INFO6022 - Physics 2

Project #2

Due Date: Tuesday, February 27th at 11:59 pm

This is an individual assignment. One submission is expected per person.

The submitted code must compile in Visual Studio 2015 or 2017. If it does not compile, then the mark assigned will be zero.

# …and now it’s Bullet!

Note: I’m running a diff on your “game code” and it, along with any input/config files should be pretty identical. So… you can absolutely change the code in your own physics engine library, that won’t contribute to your mark.

For this project, you will do exactly what you did in Project 1: Spheres! Except with bullet (or any other 3rd party physics engine).

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| --- | --- | --- |
|  | Item | Marks |
|  | **MUST HAVES: ( Just do it, or you get zero ☹ )**  **Project 1:** With one difference: Bullet is doing all the physics! |  |
| 1 | All your code is identical, except for a few lines where you instantiate your physics factory. I’ll do a diff on everything to check! | 5 |
| 2 | Bullet (or some other 3rd party physics engine) is driving everything now, and it’s wrapped up all nicely in classes that inherit from your interfaces. (I’m looking for cleanliness and good/pretty code! Follow your conventions and standards!) | 5 |
| 3 | **BONUS:** hot key physics engine swap! Press a key and your simulation pauses, and reloads the current state into your other physics engine. Note – this doesn’t re-start the simulation, but picks up where you currently are. | 5 |
|  | TOTAL: | 10 + 5 |