ObjectSpawner

+objects: list<PhysicsObject*>
+meshes: *unordered_map<string, Mesh*>
+pcd: *PotentialCollisionDetector
+spawnPosition: vec3
+spawnDirection: vec3
+offsetInFront: float
+applyStartingImpulse: bool
+selectedObject: *PhysicsObject
+nextObjectType: string
+randomizeNextObject: bool
+randomizeProperties: bool

+updateFromCamera(in cameraPosition:vec3,
                  in forward:vec3): void
+updateObjects(): void
+spawnNewObject(): void
+loadFromFile(in filename:string): void
+saveToFile(in filename:string): void
+spawnBoxDynamic(): *PhysicsObject
+spawnBoxStatic(in position:vec3,in scale:vec3,
             in mass:float,in orientation:quat): *PhysicsObject
+spawnLongBoxDynamic(): *PhysicsObject
+spawnLongBoxStatic(in position:vec3,in scale:vec3,
                 in mass:float,in orientation:quat): *PhysicsObject
+spawnWallStatic(in position:vec3,in scale:vec3,
             in orientation:quat): *PhysicsObject
+spawnSphereDynamic(): *PhysicsObject
+spawnSphereStatic(in position:vec3,in scale:vec3,
                in mass:float,in orientation:quat): *PhysicsObject
+spawnCylinderDynamic(): *PhysicsObject
+spawnCylinderStatic(in position:vec3,in scale:vec3,
                  in mass:float,in orientation:quat): *PhysicsObject
+spawnCapsuleDynamic(): *PhysicsObject
+spawnCapsuleStatic(in position:vec3,in scale:vec3,
                 in mass:float,in orienstation:quat): *PhysicsObject
+toString(): string