Physics todo:

* Physics stuff (duh)
* Add polygon shape collision
* Add PointCast for polygon shape
* Stop circles from being ‘magnetised’ to the end of lines (inverted collision normal?)
* Make a triangle renderer
* Make the text renderer have a build option, where it does not update the VBO every frame, it just draws the triangle array
* Fix the text renderer colour problem: text lines are all rendered at the same time, meaning the colour uniform doesn’t change between text lines

Links to look at:

[Collision Detection](http://www.jeffreythompson.org/collision-detection/line-circle.php)

[Extracting face/hit data after a GJK step - Math and Physics - GameDev.net](https://gamedev.net/forums/topic/693456-extracting-facehit-data-after-a-gjk-step/5362656/)

[PowerPoint Presentation](http://media.steampowered.com/apps/valve/2015/DirkGregorius_Contacts.pdf)

[computational geometry - How to resolve collisions of compound shapes using SAT? - Game Development Stack Exchange](https://gamedev.stackexchange.com/questions/17180/how-to-resolve-collisions-of-compound-shapes-using-sat)

[game physics - Calculate moment of inertia given an arbitrary convex 2D polygon - Stack Overflow](https://stackoverflow.com/questions/31106438/calculate-moment-of-inertia-given-an-arbitrary-convex-2d-polygon)