Physics todo:

* Physics stuff (duh)
* Add polygon shape collision (GJK)
* Add PointCast for polygon shape
* Add button to pause and iterate through
* Check if inversetransformpoint actually works
* Fix radius slider, is broken right now
* Make slider automatically scale text and have a label
* Made toggle exist
* Fix the polygon aabb, it aint global rn
* Make ui prettier
  + change font
  + change colours
  + add lines around the edge
  + make it a collapsible window
* Make slider have decimal points
* Add UI for:
  + Modifying amount of points on polygon
  + Changing launch force
* Think about adding textured quads (for icons)
* Think about allowing transparency for triangle rendering (would require a different shader)
* Add quadtrees maybe?

Links to look at:

\/ has the equation for impulse with torque and how it is derived

<https://en.wikipedia.org/wiki/Collision_response>

[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)