Custom Physics Documentation

PHYSIC SIM NAME

YOur\_FULL\_NAME

2022

Contents

[Visualised Game Using Your Custom Physics Simulation 2](#_Toc95731610)

[Custom Physics Simulation Interactions 3](#_Toc95731611)

[Custom Physics Simulation Class Diagram 4](#_Toc95731612)

[Custom Physics Simulation Potential Improvements 5](#_Toc95731613)

[Improvement #1 5](#_Toc95731614)

[Improvement #2 5](#_Toc95731615)

[Improvement #3 5](#_Toc95731616)

[Third Party Libraries 6](#_Toc95731617)

[References 6](#_Toc95731618)

# Visualised Game Using Your Custom Physics Simulation

[Delete This] Define what your visualisation (chosen game) is and then explain how you created it and how it works. (Include Image/s). [/Delete This]

My game you must use your gun to move a red gameobject box which is trapped in the middle of other boxes to the green pressure plate to activate the wrecking ball to come down and swing and smash them enemy onto a landing pad which will give you points depending on how many parts land on the target pad it lands on

* landing pads and pressure plates are done through unity triggers
* bullets are done though raycasting
* ragdolls for player and enemys so when they died they claps into a dead body
* unitys old input system
* score system for landing pads

# Custom Physics Simulation Interactions

[Delete This] *Outline* and *examine* what the Custom Physics Simulation is demonstrating and how the physical bodies are interacting together. [/Delete This]

Player can collider with enemys and it knocks them over colliders and rigid bodies   
player has raycast bullets and a gun this can be used to shoot the enemys and kill them when enemy is at 0 heath it turns into a ragdoll and becomes limp and falls to the ground

# Custom Physics Simulation Class Diagram

[Delete This] Illustrate your custom physics systems using a [UML 2.0 Class diagrams](https://aie.instructure.com/courses/623/files/341384/download?wrap=1).

This includes Physics System’s classes, their properties, relationships and how they interact together.  
[/Delete This]

# Custom Physics Simulation Potential Improvements

[Delete This] Examine what improvements could be made to the simulation to support further features and more accurate simulations. (This refers to custom physics simulation library you are creating, not directly the game you have created. These are not mutually exclusive however.) [/Delete This]

## Improvement #1

## Improvement #2

## Improvement #3

# Third Party Libraries

[Delete This] *Identify* and *explain* third-party non-physics libraries used. If any [/Delete This]

# References

[Delete This] List of references and research material used to influence the creation of your custom physics simulation.

Use the Harvard Citation Method to cite books and websites used. Here is a link to a good citing website if you are unsure how to do so <https://www.citethisforme.com/citation-generator/harvard> [/Delete This]