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Work and Energy Lab

# Introduction:

To simulate physics accurately looks great and can be testing against real world applications, but in games we need something that will look just good enough. Using energy we can accomplish realistic physics without using long equations that might take game processors too long to calculate. One of the cool things using potential energy we can easily simulate multiple gravity forces acting on one object.

# Methods:

# Results:

# Conclusion:

# Post Lab:

1. The direction of the friction isn’t being applied, so no matter what direction the force will always just slow it down instead of stopping it and going back a bit.
2. Maybe using low and high points we can use that to model the motion.
3. The total energy does go up sometimes because of the forward Euler model (it will gain momentum).
4. Add the potential energy of those two objects.