## P1 - Physics: Lost In Space

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## 1 Introduction

This project implements a simple arcade game inspired by the classic arcade game Asteroids. Through the creation of a simple physics engine tracking position, velocity, acceleration, rotation, and torque, the game simulates the movement of a spaceship in space represented by a simple triangle geometry.

- 2 Overview and Design
- 3 Technical Description
- 4 Conclusion and Critical Review