

# **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**