Note, follow <https://www.gamefromscratch.com/post/2014/03/26/Want-to-use-LibGDX-but-hate-Eclipse-Good-news-with-Gradle-IntelliJ-just-became-easier.aspx> for the setup

Physics engine

Euler differential equations solver

Course I/O: file and UI

Simulator with two modes: player choosing values for each shot and read from file

Course designer: height profile formula, friction coefficient, start and goal positions, radius of target and maximum velocity.

# GDX

Gdx.graphics.getDeltaTime()

Gdx.graphics.getWidth()

Gdx.graphics.getHeight()

Gdx.getInput()

In order to receive and handle the input properly, you should always implement the InputProcessor interface and set it as the global handler for the input in LibGDX by calling Gdx.input.setInputProcessor()

The files module can be accessed either through Gdx.getFiles() or using the shortcut variable: Gdx.files.

Getting an internal file handle

You can get a file handle for an internal file by calling Gdx.files.internal(). An internal file is relative to the assets folder on the Android and WebGL platforms. On a desktop, it is relative to the root folder of the application.