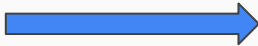
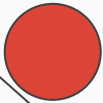


# Bridge Crossing Simulator

By Harrison Sandstrom



# Inspiration - Bridge simulation games



Key Difference: Want to simulate a rope bridge as opposed to a truss bridge

# Simulation Requirements

## Goals:

- Simulation of the bridge with collision detection
- Automatic navigation of the Car/Ball across the bridge with forces adjusting the color of each segment to get real feedback of the forces.
- Live movement of the bridge to accommodate the forces being applied.

## Stretch Goals:

- Add the ability to have the user optimize the bridge to meet minimum requirements to fail and have the bridge break if those requirements are met