GAME LOGIC / PHYSICS

1. FORMULA FOR SPINNER :

$$\omega = \theta / t$$

↳ ω IS SPEED

↳ θ IS CHANGE IN ANGLE

↳ t IS TIME

$$a = (\omega_1 - \omega_0) / t$$

↳ a IS ACCELERATION

$$\tau = r \cdot F$$

↳ τ IS TORQUE

↳ r IS RADIUS

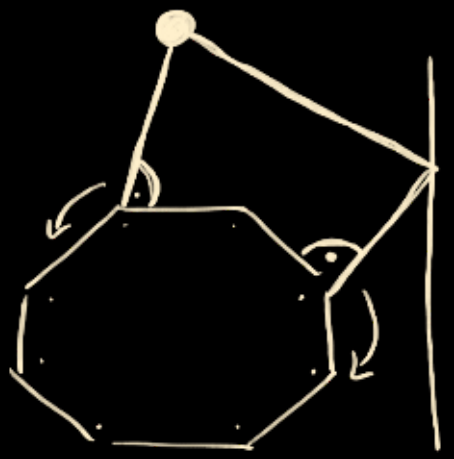
↳ F IS FORCE

↓

BUBLE SHOT BY USER WILL HAVE A CONSTANT SPEED. USE THAT SPEED AS THE FORCE THAT PUSHES ON THE SPINNER, CALCULATE HOW MUCH THE ANGLE WILL CHANGE AND ANIMATE THE SPINNER TURNING.

↳ FOR ANGLE OF BOUNCE:

EACH BUBLE WILL HAVE AN x AND y VELOCITY WHICH WILL BE PERFECTLY REFLECTED IF IT HITS THE SIDE OF THE SCREEN



EACH BUBLE IS SURROUNDED BY 6 OTHER BUBLES IF NOT EXTERNAL, THEN: EACH POINT OF THE OCTAGON HAS X BUBLES, ADD BUBBLES CIRCULARLY UNTIL ALL 8 ANALES STACK UP TO X. HOW TO LOCATE THE ANALES?: 0°, 45°, 90°, 135°, 180°, 225°, 270°, 315°