# Potential Improvements

The engine is unstable (especially springs), this could be improved via a mix of several methods:

* Using [*Runge-Kutta integration*](https://en.wikipedia.org/wiki/Runge%E2%80%93Kutta_methods) instead of the currently implemented [*Verlet integration*](https://en.wikipedia.org/wiki/Verlet_integration)*,* as it is much more accurate
* Warm starting

# References

Szauer, G. (2017). *Game Physics Cookbook.* Packt Publishing. Retrieved January 2022, from https://www.packtpub.com/product/game-physics-cookbook/9781787123663