***Physics for Games Assessment*** *Mara Dusevic*

*Brief Description of system*

*References / Research Material Used*

*How the physical bodies interact*

What game I have chosen – Pachinko – give brief description

Detect collisions

Resolve Collision

Sphere to box, box to plane, etc

*Third-party libraries*

*Improvements to the custom physics system*

Research improvements and optimisation, include references in research material used

*Class Diagram*

