

Physics Project ReadMe

QUESTIONS COMPLETED

1. Added Chain Chomp Movement to Demonstrate player movement.
2. Added 3 Different Types of Physics Object Simulation. Cloth Simulation with Collision, Chain simulation with Collision, and Jelly simulation with Collision.
3. Added a surface where the Jelly and Chain Chomp may rest upon. You can see how the jelly simulates when it touches the ground.

CONTROLS TO LOOK AROUND THE SCENE AND DEBUG

TFGH TO Move the physics object, you can move it in the inspector too

WASD to move cam

Hold "Right Mouse Button" for camera free look

PRESS Q to see the Chain Chomp Movement.

Project Build Instruction :

- Open "PhyiscsProject.sln" solution.
- Build the solution in Debug or Release.