

Problem statement

Creating a gaming physics engine/library is a very difficult task. Games need physics engines that simulate objects realistically (they do not need to be 100% accurate) while at the same time they need to be efficient and fast enough to work in real-time during the game. Developing a game engine from scratch takes a long period of time and is very costly. These barriers of entry make it difficult for game developers to include physics into their products. There are few free, open source and high quality physics libraries available to be used for consumer products. By creating a simple, lightweight, fast, and portable 2D physics library, game development will be more accessible to the masses and higher quality products will be produced.