BOX2D PROJECT

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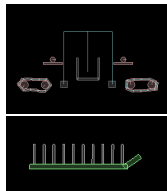October 20, 2015

Overview

- Introduction
- Elements
- Joints

Introduction

We simulated a simple Rube Goldberg machine consisting of static
and dynamic bodies

- It is basically the movement of balls to finally kick the pin on
  the ground off
- This is achieved by the use of some elements and joints
  explained below

Elements

Elements implemented in our project include double pulley system, conveyor belts, dominos, balls

The following are the various joints used in our project
Revolute joints