Q1. Should we go into detail about smaller parts of the project assignment, with this I mean things such as collision detection, what happens when a ball hits the water, how shaders work, etc?

Q2. What do you think of our research questions?

Q3. Should we talk about: the UML diagram, our solvers from phase 2 during the presentation?

Q4. How should the presentation and the report differ?

Q5. Verlet solver

Q1. You can mention it if it’s significant

Q3. Explain simplifications

Q5. Verlet could be incorrect, send reference to NM teacher

x.t could be vt

instead of a subscript, put time in brackets

use commands for fractions

Height function in courses section

Times instead of star for multiplication

P4/5 pseudo code for engine not needed

References: a lot of links, don’t site sites, use papers/books

Doi

Experiments:

Differential equations solver: compare with different step sizes and running times. How for can you push the step size, without breaking the game. Use graphs or/and tables.

Questions:

Refer to the project manual. Mention tasks that we covered. Be more general in the introduction.

It’s about the tasks, not a research paper. Show that you did the required work and how.

Presentation: You should give the presentation as if people didn’t had the background. Focus on the most advanced parts.