Box2D project Car: A CS251 Report by Group 20.

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Introduction

- The Box2D is a physics engine which helps us simulate the rube goldberg machine.
- And one of them is simulation of a car in 2D space.
- And there is more situations we can simulate with Box2D.

Technical Attributes

- This simulation always obeys physics laws and cannot be violated.
- The simulation accuracy depends on the number of simuations per second and also on number of objects in dynamic condition.
- It also depends on the number of functions called and how optimized the code is.

Challenges faced

- Addition of buttons and introducing mouse click was a problem
- Understanding static function and their use for introducing button and also discovering the callbacks in main.cpp
- Didnt know that we need to make changes in main.cpp also.
- Making string was also challenge

Efforts

- We have worked for a lot of weeks to develop the code and analyse it
- We have worked hand in hand to reduce the burden from each other

Acknowledgements

- Google was always there whenever we wanted except when the lan was out
- We also got a lot of support from Prof. Sharat Chandran and the TAs.
- The website we got the idea to do the project car is `https://code.google.com/p/box2d-html5/`