

CLASS	NAME OF METHOD	DESCRIPTION
Main	createParticle()	Creates particles based on the input of the user
	cleanupDeadParticles()	Removes dead particles on screen
MyVector	scalarMultiplication()	Deals with multiplication between a vec3 and a float
	componentProduct()	Deals with multiplication between two MyVectors and their respective methods
	scalarProduct()	
	vectorProduct()	
RenderParticle	checkLifespan()	Checks if the lifespan has 1 second passing by
	NAME OF ATTRIBUTES	DESCRIPTION
EngineParticle	float lifespan = 0;	Holds the lifespan value of the particle
	MyVector Acceleration;	Holds the acceleration of the particle
	MyVector Position;	Holds the initial position of the article
	MyVector Velocity;	Holds the velocity of the particle
	Float damping = 0.9f;	Damping for the particle
	Bool bSecond = false;	determines if 1 se
	Float radius = 0.0f;	Holds models radius
	Float mass = 0.1f;	Mass of particle
	MyVector accumulatedForce;	accumulated force of model

