

**Group 8 [Tabboga, Liu, Vingno]**

Methods added to aid Phase 2

<b>CLASS</b>	<b>NAME OF METHOD</b>	<b>DESCRIPTION</b>
PhysicsWorld	UpdateWithoutCollisions(float time)	For particles can still
MyParticle	float getInverseMass()	This is for the anchors, so they will not fall down with gravity.
	void setInverseMass()	
Main	ApplyStringConstraints()	So the cable will not overstretch.