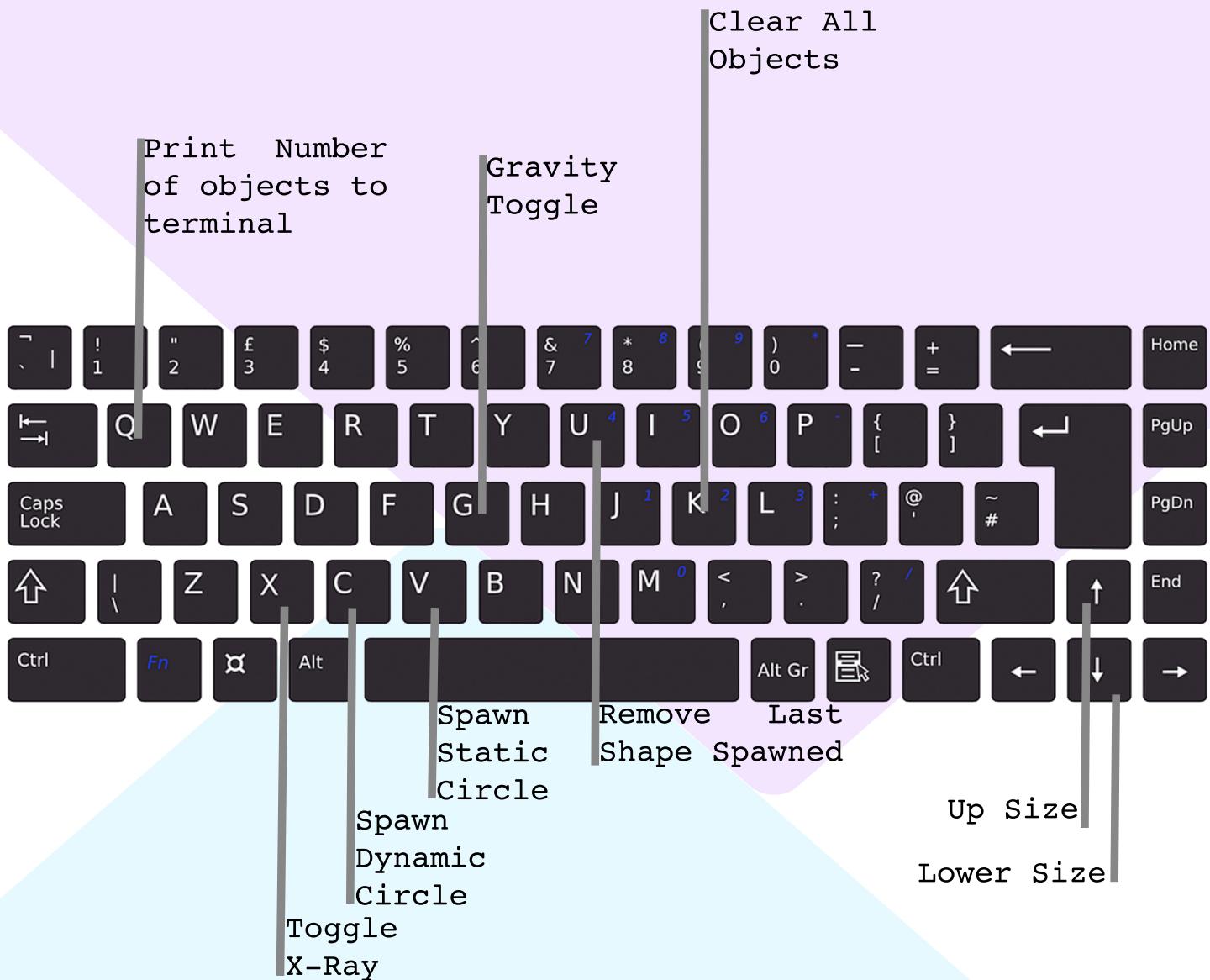


RIGID BODY SIMULATION

Tom Hoxey - i7469704



Libraries Used/Required

- SDL2
- SDL2image
- OpenGL

<https://github.com/thoxey/PhysicsEngine>