Advanced Physics
Assignments

All assignments use the Cyclone Physics engine in C++, except for Assignment 2
Submissions must be made in Visual Studio (Windows) or Xcode (Mac), and all project
files must be included.

Assignment 1
Cyclone engine

Get the Cyclone physics engine running:
https://github.com/idmillington/cyclone-physics

Build your own simple project in Visual Studio or Xcode by looking at the examples.
Put anything you like in the scene: you don't have to submit your source code for this
assignment.
Describe in your own words (about 1 page):
- What all the classes are for (of course you don't have to describe this in-depth
  mathematically, that's what this course is going to teach you)
- How to set up a project using the engine (from scratch, not by copying an example!)
  This should include a bit about GLUT and rendering your scenes.

Deadline: 20-2-2014 23:59
PDF, via VLO Dropbox -> Stephan van der Feest