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|  | **Rochester Institute of Technology**  **Golisano College of Computing and Information Sciences**  **School of Interactive Games and Media**  **2145 Golisano Hall – (585) 475-7680** |  |

**Data Structures & Algorithms for Games & Simulation II**

**IGME 309, 2015-16 Spring**

**E15: Entity Manager**

This is a group based ICE.

For this ICE you are provided a MyEntityClass that is connected to the MeshManagerSingleton and is able to construct an Entity based on the name of the received instance and the mass of said object. There are certain properties that could be modified for these objects like velocity, max velocity, mass friction, force, position etc.

These objects are self-managed, you would just need to update them with a delta time.

Unfortunately they are not aware of any other entity in the scene. Fortunately they are also connected to a Bounding Object manager, and though it we can manage the collision of this objects.

Also provided there is a MyEntitymanager singleton class that creates, maintain and releases MyEntity objects.

What to do for this ICE:

Step through the code (F10 and F11) check what the project is doing and how you can take advantage of it for your final project. Physics in this solution are kind of wonky, although they are more realistic than the previous ICE. In ICE17 we will explore a physics library (Bullet) but in the meantime we can use these basic physics calculations.

You are not required to submit anything to any dropbox for this exercise, but we will be walking around to solve any questions you might have with the code.