Assignment 2

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Matrix.h is used to define as matrix either 4\*1 or 4\*4, and I can use it to calculate multiply operation.

Poly.h contains many functions. Detecollision and detectCollision2 are used to detect collision between gamepiece and background. They use different ways to detect collision. If collision happens, the gamepiece will become yellow. getRadius is used to get the radius of bounding circle of gamepiece. getExteriorEdge is used to get the edges of background that can be collide with gamepiece. getDerectionVector is used to get the direction of gamepiece (the arrow direction). Translate and rotate are two functions that realize the shift and rotate of the gamepiece by change the coordinates of the model.

Because the bounding circle is larger than the model, it makes the collision detection not accurate. I also realize the sliding and stopping of the model.

Sliding will happens when collision is detected. If it collides again, the gamepiece will stop. Thanks.