For Duncan:

My project contains the use of a level 3 Matrix hieracy with the use of my tank objects. it also features matrix coupling and decoupling during runtime and this can be done with the user input of o and p and i have also made it so that one a object has been decoupled or recoupled, it disables the user input for that function (you cant decouple once you have already decoupled.)

I have also incorporated the use of basic collisions between polygon objects using SAT. this has been done with accurate sliding and bouncing physics demostrated. while i tried to get circle collision working, i was just unable to figure it out sadly.

I have also layed out comments for all my functions in my headers files and i have included some documentation for the user incase they would like to see these functions in the user README file.