For Duncan:

My Matrix's and Vector's both feature all the minimal requirements necessary for the assessment.

My math's library is featured as both a static library and a dll within the same project.

Both my matrix's and vector's feature a default constructor, as well as a constructor for each value to be set.

For Vectors:

The +=, -=, and \*= have been overloaded so a vector can add by itself +/-/\* another Vector.

Features every single swizzling function.

Vectors can be casted from any other Vector.

For Matrixs:

It uses the typedef defined in typeDef.h for all values within any Matrix's and Vector's.

You can find the determinat and inverse for all Matrix's.

You can find the original identity matrix's of a particular matrix.

You can multiply a Matrix3 by either a Vector2 or Vector3.