For Tony:

My simulation allows for the interaction of multiple dynamic and static rigidbodys. My simulation also allows for the adding of objects and the user can choose between a horizontal or vertical plane, a dynamic or state sphere, or a softbody of they're choosing. the spheres and softbodies also have customizable values that the user can change. I have also incorporated the deletion of objects via right click dragging over objects. I have also incorporated the use of Springs and Softbodies in my simulation. As well as a demonstration of a joint vs a spring. For my simulation documentation, i hace included a class diagram including inheritance and enums. as well as a Activity Diagram that will show what happens in the physics engine in a single frame.