For Users:

It order to place objects in my simulation, you can left click to place an object.

If you hold right click, you will delete any object you mouse over.

Any objects that are created get deleted if they go outside the bounds of the screen.

The objects to choose from are Planes, Spheres and Softbodies.

With Planes, you are able to place either horizontal or vertical planes, this is the only object that will not be deleted from extending beyond the screens bounds, as planes are infinite.

With Spheres, You can pick the mass, size of the sphere you are about to place, as well as if it is static or kinematic.

With Softbodies, you can choose how many spheres wide and high, as well as the spring coefficient. you can also change the mass of each of the spheres and finally, you can change the breakforce of the springs within the softbody.

The softbodies in my simulation allow for the springs to be breakable to give a more accurate representation of springs.