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|  | **Rochester Institute of Technology**  **Golisano College of Computing and Information Sciences**  **School of Interactive Games and Media**  **2145 Golisano Hall – (585) 475-7680** |  |

**Data Structures & Algorithms for Games & Simulation II**

**IGME 309, 2016-17 Spring**

**E14 – Basic Collision Resolution**

This is an individual ICE.

The purpose of this ICE is to get familiar with an Entity class, a class that should contain mesh and physics information about an object.

Get a close look at the solution provided under W14R\_EntityManagerDEMO and step through the code before attempting this exercise.

For this in-class exercise you are asked to replicate the behavior found in the example binary under the \_Binary folder (E14s\_CollisionResolution\_DEMO.exe).

For this purpose you need to figure out how to setup the provided shapes and calculate the collision with other objects in the screen.

The level of physics in this ICE is pretty much nonexistent you will only negate the velocity of the ball once it’s colliding with another object. The real way we would calculate physics is through the mass of objects and real forces. The purpose of this exercise is to think about this collision detections and resolutions in terms of entities.

The dropbox in my courses is a Group dropbox and this is an individual ICE. A submission for each team member is expected.

Show the work to the TA or professor and upload it to the designated dropbox.