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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**

**Entity Manager DEMO**

What to do with this code:

Step through the code (F10 and F11) check what the project is doing and how you can take advantage of it for your final project. Physics in this solution are kind of wonky. In ICE15 we will explore a physics library (Bullet) but in the meantime we can use these basic physics calculations.

You are not required to submit anything to any dropbox for this exercise, but we will be walking around to solve any questions you might have with the code.