

# Game Physics (GADV8001)

## Assignment 1

**Due Date:** 18<sup>th</sup> December 2020

**Description:**

Using the Bullet Physics Engine and OpenGL setup that you explored in your labs, create a small game related scene or mini-game that utilises some of the physics concepts you have covered. Your scene or mini-game should incorporate some interesting game mechanics that represent some aspects of something that could form part of a playable game.

Your scene does not require especially nice graphics (but can if you like) and sound effects are optional (but would be nice).

**Submission:**

Prepare a short (3-5 minute) narrated screen recording demonstrating your implementation along with a brief (1-2 page) report describing how you created your scene.

Submit to the upload link provided on Moodle.