

Game Physics (GADV8001)

Assignment 2

Due Date: 4th January 2021

Description:

Prepare a short (6-7 page) report on the topic that you have been assigned below. Your report should give a high level overview of the state of the art of your given topic in the context of real-time gaming. The report should be well structured into appropriate sections and contain a minimum of 10-15 references of which half should be to appropriate academic sources and the remainder to implementations and applications.

- Bounding Volume Construction (Thomas Jones, Diego Tong)
- Particle Systems (Dillon Kerr, James O'Neill, Brayden O'Neill)
- Spatial Data Structures (Caolan Gadd, Elijah Omotosho, Martin Colclough)
- Mass Spring Systems (Mikolaj Lenczowski, Stephen Treacy)
- Impulse Based Collision Response (Jordan O'Loughlin, Sylwester Szwed)

Submission:

Submit to the upload link provided on Moodle.