

## Bachelor Lab Scientific Computing (Game Physics) Worksheet 5: Collisions (box-box)

### Assignment 1: Implement a box-box collision detection

File: *cPhysicsIntersections.cpp*,

Method: *CPhysicsIntersections::boxBox*

This is the last, most complicated and thus most painful collision detection you'll be tackled during this lab. However, we know an algorithm which gives us an elegant solution for this: *separating axes* Implement this algorithm as presented in our meeting and fill in the collision data with appropriate information.

*Good luck,*

Kristof & Martin