Institut für Informatik — Technische Universität München   SS 2016
Scientific **C**omputing in **C**omputer **S**cience
S. Rettenberger, R. Wittmann

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.

Submission

Please submit a **compileable** snapshot of your (team-)work to Moodle along with a visual proof (e.g. set of pictures, short length video) to demonstrate the progress of your work.

Good luck,

Roland & Sebastian