2. When setting the sprite direction, give it a pointer to one of the possible orientation for the sprite. Use the orientation to draw the sprite.

3. Sprite orientation:
   - Top:
   - Front:
   - Left:
   - Right:
   - Back:
   - Bottom:

   Each of these orientations has a corresponding matrix for drawing the sprite.
3) Collision with a ghost is called by SmartAid, SmartAid calls it twice, once for the player and once for the ghost. SmartAid is called whenever a collision position is created.

4) \( n^2 \text{ collision pairs from } \left( \frac{n(n-1)}{2} \right) \) if you don't count yourself.

Ghosts don't need to collide with walls, instead you just need to designate intersections and possible directions the player can go. In this case, you also don't need to create a ghost wall, they can be displayed by the background picture.
Elastic Collision
4. Energy & momentum conserved (Bounce of)

Inelastic Collision
5. Energy is not conserved (Objects stick together after collision)
6

The CameraViewOverRide class is used in 3D worlds. To change the offset, press Ctrl + Arrow Keys with the player's attitude and the -prim pivot's attitude to change along the offset from the player's position. If adjusted keeps the -prim pivot's attitude always at this and maintains a fixed vector -offset, and
Describe how you did your homework.

I made the boat a rival that constantly fired upon the player. The rival's bullets would not hurt the player. I did not use the composite class.
I added a Force Object Spring to the boat to attach the Bathysphere to it, then I overrode the Criteria draw line from the center of the Bathysphere.
Every Critter Bullet has a pointer to its shooter (called "pshooter").

In the collide method of Critter Bullet, if it has collided with a
bullet, it checks if its Critter is lethal, then the Critter returns a nonzero
reward, which the bullet passes on to

If it has, that Critter is damaged.

If the damage the bullet causes to the
Critter is lethal, then the Critter returns a nonzero

pshooters using pshooters and Score method.
add force (new Forceything (3.0, 4.0, velocity: 2.4, acceleration: 0.2))

pack 2 boxes towards the front.

add the gravity force with the direction of the gravitational position in the far right of Z-value, the lower of the world, and

the constructor of Game.ZArgender3D Prep crashes papers in a random

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Pract. Midterm Draft