



Introduction

Project Hollow Point integrates the Bullet Physics library into Unity 3D allowing physics calculations to be performed on the GPU. This increase both accuracy and sheer volume of calculations that can be simulated by Unity 3D. This plugin is designed to enhance functionality of Unity 3D with out sacrificing portability or ease of use of Unity 3D.

Requirements

Functional

- Rigid body support
- Collision detection support
- Custom Unity user interface
- Increase Unity 3D's performance

Non-Functional

- Maintain Unity 3D's portability
- Easy adoption for Unity 3D developers
- Expandable for customized calculations

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Update Cycle

The biggest challenge for project hollow point was to maintain synchronization between Unity 3D and the Bullet Physics Library. The following is a simplified breakdown of the approach used to accomplish this task.

