

12 Referências

- [1] Paca, “Grupo de apoio ao bcc.” <http://paca.ime.usp.br/course/view.php?id=511>.
- [2] Caelum, “Mais ruby: classes, objetos e métodos.” <http://www.caelum.com.br/apostila-ruby-on-rails/mais-ruby-classes-objetos-e-metodos/>.
- [3] T. Telegraph, “Mario.” <http://www.telegraph.co.uk/sponsored/technology/nintendo-dsi-xl/8187073/Super-Mario-Bros-celebrates-25-years.html>.
- [4] jitter physics, “Sweep and prune.” <http://jitter-physics.com/wordpress/wp-content/uploads/2011/10/show.png>.
- [5] Chipmunk, “Hash just right.” http://chipmunk-physics.net/release/ChipmunkLatest-Docs/images/hash_just_right.png.
- [6] Chipmunk, “Hash too small.” http://chipmunk-physics.net/release/ChipmunkLatest-Docs/images/hash_too_small.png.
- [7] Chipmunk, “Hash too big.” http://chipmunk-physics.net/release/ChipmunkLatest-Docs/images/hash_too_big.png.
- [8] K. S. Chong, “Separating axis theorem.” <http://gamedev.tutsplus.com/tutorials/implementation/collision-detection-with-the-separating-axis-theorem/>.
- [9] Box2D, “A 2d physic engine for games.” <http://box2d.org/>.
- [10] HotRuby, “Ruby on javascript and flash.” <http://hotruby.yukoba.jp/>.
- [11] dunnbypaul.net, “Lunar landing.” <http://lander.dunnbypaul.net>.
- [12] T. Telegraph, “Mario.” <https://i.chzbgr.com/completestore/12/11/16/OPVaRMLIx0uw8-oT1WV7oA2.jpg>.
- [13] J. C. Lee, “Wii.” <http://johnnylee.net/projects/wii/>.

13 Imagens do Physimulation



Figura 32: Imagem de fundo.

Fonte: <http://blueappledev.wordpress.com/2008/04/>

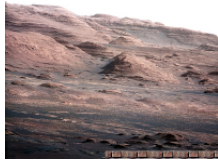


Figura 33: Imagem de fundo.

Fonte: http://www.nasa.gov/mission_pages/msl/multimedia/pia16105.html

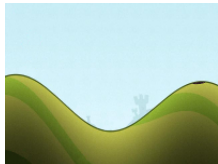


Figura 34: Imagem de fundo.

Adaptado de: <http://www.androidrundown.com/app-rundown/dragon-fly-review/>



Figura 35: Espaçoave.

Fonte: <http://farmvillefreak.com/farmville-quest/farmville-freak-spaced-out-quests-master-guide>



Figura 36: Alvo.

Fonte: <http://www.clipartof.com/portfolio/shazamimages/target>



Figura 37: Globo.

Fonte: http://all-free-download.com/free-vector/vector-clip-art/tango_inetrnet_web_browser_115841.html



Figura 38: Joia.

Fonte: http://en.pudn.com/downloads180/sourcecode/game/detail1838054_en.html



Figura 39: Canhão.

Fonte: <http://arsenalworld.pl/>



Figura 40: Bola.

Fonte: <http://www.softicons.com/free-icons/toolbar-icons/48x48-free-object-icons-by-aha-soft/black-ball-icon>