



**FREE eBook**

# LEARNING game-physics

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#game-  
physics

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# About

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It is an unofficial and free game-physics ebook created for educational purposes. All the content is extracted from [Stack Overflow Documentation](#), which is written by many hardworking individuals at Stack Overflow. It is neither affiliated with Stack Overflow nor official game-physics.

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# Chapter 1: Getting started with game-physics

## Remarks

This section provides an overview of what game-physics is, and why a developer might want to use it.

It should also mention any large subjects within game-physics, and link out to the related topics. Since the Documentation for game-physics is new, you may need to create initial versions of those related topics.

## Examples

### Installation or Setup

Detailed instructions on getting game-physics set up or installed.

Read [Getting started with game-physics online](https://riptutorial.com/game-physics/topic/10957/getting-started-with-game-physics): <https://riptutorial.com/game-physics/topic/10957/getting-started-with-game-physics>

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# Credits

S. No	Chapters	Contributors
1	Getting started with game-physics	<a href="#">Community</a>