

This simulation has two entities: (1:2:3) is a friendly entity starting at position (1,0,0) and (4:5:6) which is an opponent entity starting at position (10,0,0). The friendly entity is also firing with a velocity of (1,5,0) while moving. Both entities are moving towards each other, friendly entity moving along the x-axis from 1 to 5, and the opponent entity moving along the x-axis from 10 to 5. Once they both meet at (5,0,0), there is a detonation PDU to simulate an explosion upon colliding. The comment PDU also includes a loop count, with the last comment reading "we have completed the simulation successfully".