After examining the code, I made a few changes to make the animation more interesting. The boxes are now indestructible in order to keep the balls bouncing off of them, as well as in a better looking line. I added a box and made its color different from the rest of them. I’ve changed the speed and size of the balls in order to allow for more interaction without clouding the screen of interaction. There is a seemingly random effect on them that causes them to freeze and if you “spawn” enough of them, it forms a square around the edges and creates arrows on the upper and right side of each cube which I found really interesting. In order to make the room for collision bigger, I made the boxes smaller and adjusted them to better suit the animation I wanted. If I were to continue modifying this, I would like to make it so that each spacebar press shoots one ball and somehow makes them change color upon contact with each other rather than with the boxes. I did not see how to do this in the resources or in my outside research.