

#### Stage 1:

I managed to implement all of the core features (I think). The ball can collide with the walls, and the paddle properly. I did have a little bit of trouble with the paddle collisions, and I still don't think they are perfect. For example, if you hit the ball with the side of the paddle, the ball jumps up on top of the paddle, which looks a bit funky.

#### Stage 2:

Managed to add the row without any trouble, really. Also added in a random colour generator for the bricks. If the ball hits the bricks, they are destroyed. Works as it should!

#### Stage 3:

Managed to add two more rows of bricks. Again, they work as they should, however I think there might've been a smarter way to handle all the bricks. Instead of using three different arrays, I could've maybe used a two-dimensional array. That could've been a bit more elegant, but I didn't research implementing it into this program enough.

#### Stage 4:

I added a counter that shows how many bricks are still left, as well as one that shows you how many lives you have left. If the brick count hits 0, you win the game. If your lives hit 0, you lose the game. I also added a winning and losing splash (only text) in the appropriate cases. I also made it so, that if you keep on hitting the ball consecutively, the ball ramps up in speed slowly. It makes the game a tad more difficult. If I had more time and energy, I would've added a change in the xSpeed, depending on where the ball hit the paddle.

Overall, I'm pretty happy with how it turned out. As said, it still does have slight bugs, but nothing game breaking. I also tried to style the game in a retro arcade style!

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