The project “light” will generate an imaginative light. The light in the project moves much slower than the realistic light (probably 10 pixels per second). It will start from where the mouse is first clicked and move towards a random direction. When it mees the boundary, it will reflect. If it is in a certain distance with the cursor, it will circle around. If a user clicks the mouse, a circle hurdle will be drawn where the mouse is clicked. If a bunch of light encounters the circle hurdle, it will scatter thinner bunches of light of another color.

Reference 1: the bouncing ball example can give me a hint of how to reflect the light by coding.