Project 1

Function for collision-

Function for force due to gravity – perhaps incorporate it to boosts.

Boosts – launch you upwards

Sum of boosts do determine propulsion

Score counter.

Artwork should be relatively easy.. vec

Vector and circle function.

Most important, escape velocity.

Incorporated Topics:

-Do while loops

-For loops , maybe an array

-mathematical functions

-prints scores onto a document

-file I/O.