Jayden Maxwell

When I had this idea, I had a lot more to do but ended up being limited with what I could do. For example, I spent two hours trying to figure out an arc so the ball can roll right into the nobs that give points. The ball itself too 8 hours to add physics and make it work in the main. Then I tried to code the flipper and had some issues with that too. I think the code was there, I just didn’t understand how to make it go further. I am a little disapointed because my original idea was to place graphics, get the ball working and have one flipper and one of the buttons to get points. This has been a great learning project, I feel like I did a little bit of everything but also lack organization. The next project will always get better and improve!

This pinball game did not appear like my first draft, I had to work with what I had. Making the triangles, rectangle, and circle was easier when compared what I wanted to do.