**Coding Collisions**

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CS 330 – Comp Graphic and Visualization

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December 17, 2023

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The following is a short analysis of the work that was completed for the 8-3 Assignment: Coding Collisions. Essentially, I used the assignment rubric as a guideline for what needed to be completed. I started by first changing the size of the bricks along with the orientation of each of them. I added more bricks to build a pyramid-type shape using a total of nine bricks in the animation. The way I applied physics laws to the circles was by having the speed of the circles decrease when the circles collided with each other. The way that I altered the state of the bricks upon collision was that I first changed the color of the bricks to correspond with each brick’s strength. The bricks start with a maximum strength and as the bricks encounter a collision, the strength of each brick is reduced. Eventually, the brick disappears after its strength has been reduced to zero. The bricks all begin with a green color to indicate a strong strength, and as the circles collide with each brick, the brick’s strength is reduced. When a brick’s strength is reduced by 25%, the brick’s color changes to yellow, and at 50% strength reduction, the color changes to red. I could not decrease these strengths by thirds because the color changes happened so fast that the user would not be able to see all the bricks changing colors. The way that I altered the state of the circles upon collision was that when circles collide with each other, they randomly change color, and their size is reduced. Additionally, when the circles hit the sides of the screen they are slowed down. Eventually, circles disappear when they have been reduced in size so much that they can no longer be seen.