CS-330 Comp Graphic and Visualization

Module 8-3: Coding Collisions

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**Arrange the Bricks:**

For this section, I increased the number of bricks to 43 in total. Majority of the bricks are destructible, but I have 15 that are reflective that vary in sizes. The destructible bricks are all of the same size. Overall, I decreased the size of the bricks to increase the number of bricks within the frame. I have also modified the colors of the bricks. I have made each row of reflective bricks the same color but the color changes depending on the row of bricks. I made one of the bricks at the bottom, but I ran into issues with implementing the code to make it move.

**Apply Physics Law to the Circles:**

I was able to modify the code to alter the speed of the balls. I’ve changed the speed within the circle class from 0.07 to 0.1 which increases the speed. I played around with the different increments and found that faster is more exciting and more fun to watch. I have also changed the direction and the location of where the circles deploy. I have the circles deploying closer to the bottom of the screen from one of the bricks that are Reflective. The circles deploy up instead of right, which was in the default code.

**Alter the state of the Bricks upon collision:**

For this section, I wasn’t able to incorporate a color change upon collision or have the brick disappear after a certain number of hits. With the resources, I couldn’t incorporate that code accurately.

**Alter the state of the circles upon collision:**

For this section, I couldn’t incorporate a color or texture change upon collision or have the circles disappear after a certain number of hits. With the resources, I couldn’t incorporate that code accurately. I did change the size of the circles and made them smaller to deploy more circles for a better effect.