CS 330 Module Eight Assignment Reflection

For my final CS 330 Module Eight assignment, I created an engaging 2D animation featuring user interaction and collision-based mechanics. I implemented a paddle that can be controlled using the right and left arrow keys, and added functionality to spawn colorful bouncing circles when the space bar is pressed. The layout includes a variety of bricks with different colors, sizes, and types—some reflective and some destructible—arranged in a visually stimulating format.  
  
To make the animation more dynamic, I applied basic physics laws. When circles hit the edges of the screen, their directions change randomly. Reflective bricks trigger directional shifts upon collision, while destructible ones disappear. These interactions demonstrate how visual structure and interactivity enhance user engagement. The code was modularized, formatted for readability, and includes descriptive comments. This project allowed me to apply programming logic, animation techniques, and user interaction principles in a creative way.