

The first week of putting this together has been really difficult because I've never built a 3d game before, but so far it is going really well. I didn't know going into this that p5 play didn't work for 3d, so I didn't have a physics engine to start with, but with a lot of help from Google and ChatGPT I was able to make the collisions work in a way that isn't bad, but still needs a lot of polishing. I still don't fully know how the vectors work with the collisions, but after some experimenting and research I found out how changing certain numbers affects things. Right now, it is really simple. The ball oscillates left and right until you hit space and bowl the ball from that position. So far, everything works how it is supposed to, but I have a lot more to do. My goal for next week is to make the collision look more fluid, set up a scoring system, and start making different levels. Depending on the time I have, my goal is 10 levels where the pins will be set up in different places with obstacles in the way. I also want to make a way to curve the ball, but I'm not sure how I'm going to do that yet. I haven't had any major issues that I haven't been able to figure out yet, but I'm sure I will.