**Final Graphics Report**

Major developments/breakthroughs(reference specific code please):

-Getting the collision to work after copying entire code from Grondin’s collision lesson (the racquet and ball) and tweaking it for my game

-I found about .getBounds() from this lesson which helped greatly with collision  
-Also the boundary checking code from Grondin’s website fixed my boundary problems:

if (nX + nVX > 0 && nX + nVX < panGame.getWidth() - nWidth) {

nX += nVX;

}

if (nY + nVY > 0 && nY + nVY < panGame.getHeight() - nHeight) {

nY += nVY;

}

Major Challenges/setbacks ( reference specific code please):

-Moving a square, my keyevent functions would never work

-Collision detection, I copied code from a website and a lot of it I didn’t understand and thus I couldn’t properly implement collision detection so I started all over after spending a lot of time on it

Any modifications to your planned steps:

-Instead of a square I will be using an image

-Instead of having the keys on the bottom and having them light up when the key is pressed, I will have the keys invisible and then appear when they’re pressed