Module 8 Assignment

I chose to design a grid of sorts of the boxes. I have four types: Glass, Good, Reflective, and Boosters. Glass disappears with the first hit, while Reflective reflect the balls off and cycle from white to black. Booster accelerate the balls, while goo decelerates them to a fixed value. I left the goo in the center. It is translucent and you can see projectiles moving through it. What we are left with is a slow-moving, congested center, and a quick moving exterior that shows off the reflective boxes changing color. As the balls collide, they do two things. First, they cycle color every 100 collisions, which sounds longer than it is. Any shorter and there was a strobing effect that was, frankly, agitating. They also change to a random direction. I originally had them reverse direction, but this led to difficult clumping. I did have to put in some logic to ensure they were not hitting themselves.

I also changed the spawn point to the four corners, though it rotates from corner to corner with each new spawn so long as the spacebar is pressed. Each single press of the spacebar should also spawn a single ball. I put in a cap to slow the spawn rate to accomplish this.