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Project 5

For Cannon, vertical rotation, I manipulated the body rotation of X by assigning the angle times 0.01 to slow the rotation speed and allow logic moves.

For Cannon, horizontal rotation, I manipulated the object by setting the Z rotation times 0.05 to ensure a smoother rotation, also inverting the second cannon rotation to make it asymmetrical.

For the cannon ball velocity and position, I modified each of the sphere velocity vectors by multiplying it by gravity, and dt.

And for the collision of the balls, I inverted the X velocity vector once the collision happened.

Below are some snapshots of the cannon rotation and cannonballs being shot and deflected.

