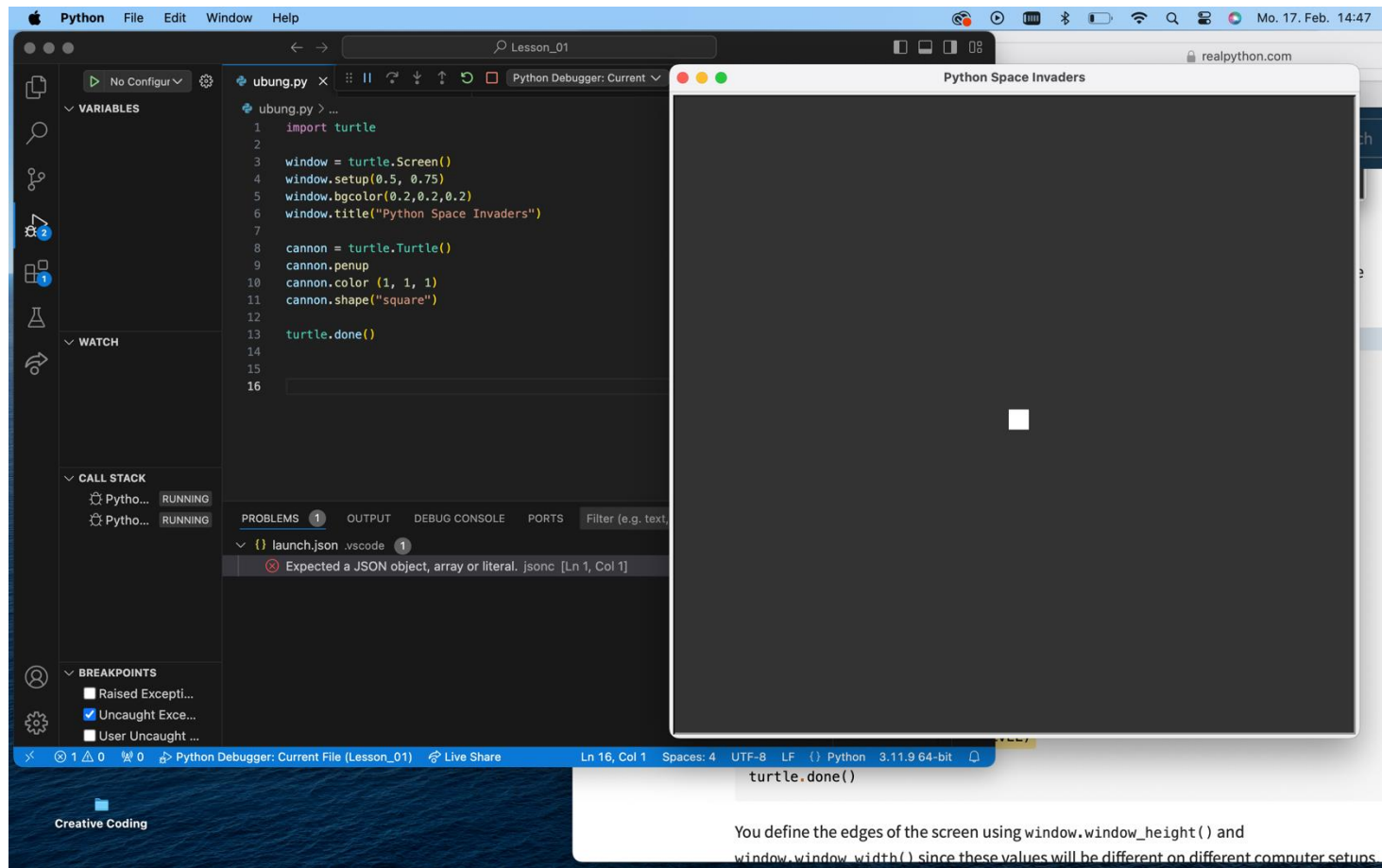
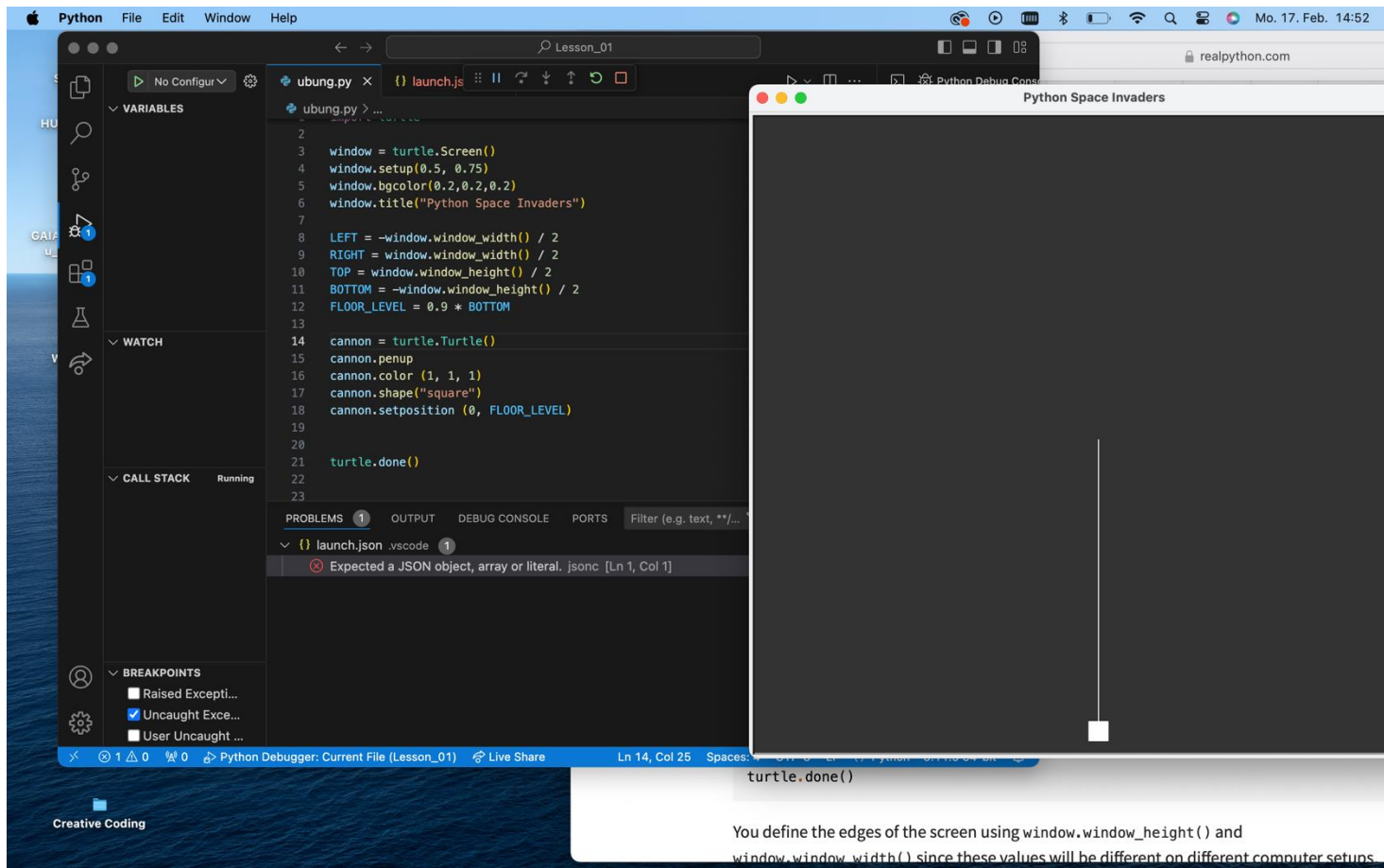


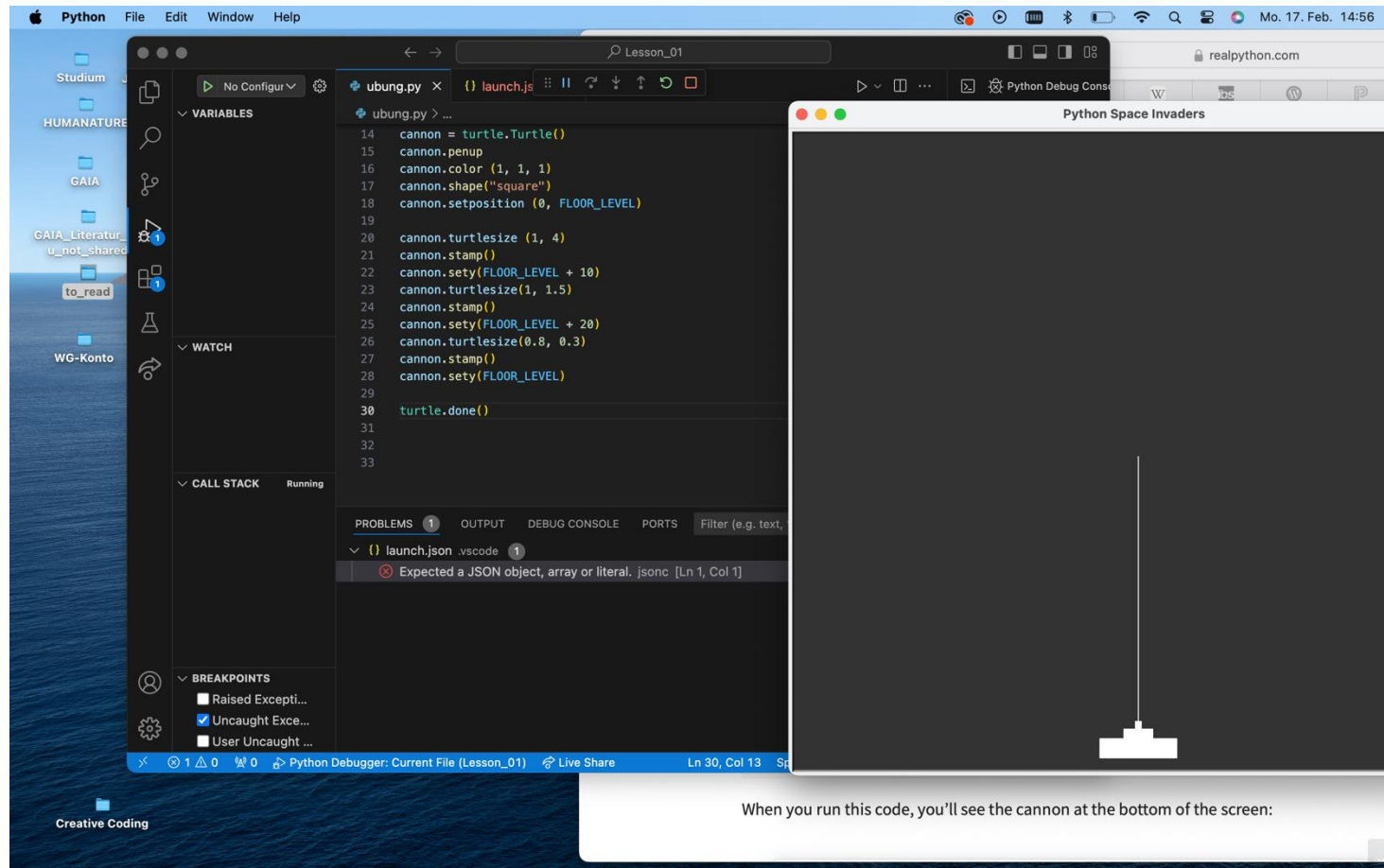
Starting with the black background and beginning to built the cannon.



The not-yet cannon would start at the middle of the screen >> need to define the location to floor



So now the not-yet-cannon is at the bottom but would always have the white line when dropping down. Honestly, I didn't understand that...



Looking better but still with the white line , but later I would get rid of it. And unfortunately I don't have any screenshots anymore because I could run the code, my laptop's ram is full. It would load for a long time and nothing happened. SO I don't even know if it works....