Student Name: Sadia Ashraf

Game name: Ball Blash

**Reasons why I choose this game:**

I found this game interesting and somehow related to previous tasks I perform in class.

I thought it will finished within given time. And I had the understanding of the mechanics of this game.

**Difficulty I faced:**

The biggest issue I faced was the sphere objects some how started revolving around the plane.

I created a code to bound them to certain area and then vanish them.

One more issue I that I couldn’t resolved was the shooting and destroying the objects.