Sammabine Admettre

CS 330

8-3 Assignment

Coding Collisions

As part of this assignment, we had to experiment with a small application that resolves object collisions in OpenGL. Much of the code was already in place, but in order to make the necessary adjustments, we needed to understand what each component performed. To accomplish the work criteria, I started by making one of the bricks' placements adjustable, allowing the user to modify it.

The next stage was to add more responses to the scene's rings and bricks. Because I implemented some programming for them, the bricks now have a damage threshold below which they will break. As they approach closer to breaking, their color will shift from white to yellow to red. I adapted the impact testing procedure to utilize a new circle object instead, since the previous code required the greatest adjustments for the circles.The logic in the main function said that before moving a circle, each circle in the scene should check to see whether it will collide with any other circles in the scene. To cycle over all the rings save the reference one, I utilized a for loop structure that I created via trial and error.