

Breakout

- * Goal 1: Collision for ball + brick added
- Goal 2: make ball bounce off of walls + player brick
- Goal 3: polishing
- wish 1: difficulty (faster + more bricks at higher) not happening
- * will need to combine circle and rectangle collision code

Fundamentally collision done:

- Ball stops on brick
- hardcoded values

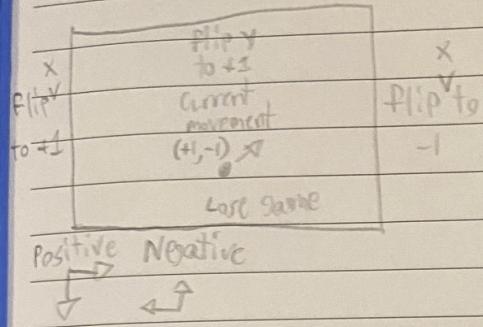
Collision not working

- Ball-brick
- Bouncer-Wall

- ball can bounce off walls
- player not implemented yet

Ball not moving

circle balance



After code split into
separate classes,
Ball not moving

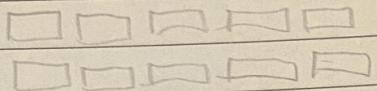
New issue
when lines of
code calling other classes
moved outside of update,
Game won't load

BUT, when they're inside
update(), ball doesn't move

Egan fixed it!!!

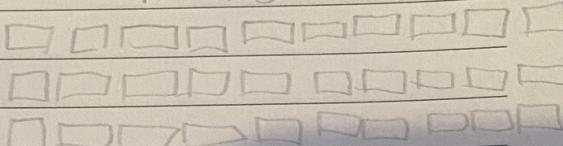
ball array ideas

5 x 2



too small

10 x 5



10 x 3 looks good

10x5 will probably be too big

Final checklist:

- Goal 1 ✓
Done ✓

- Goal 2 ✓
Done ✓

- Goal 3 ✓
Done ✓

- Wish 1 ✗
Not enough time ✗