Question:

1.

A.

2. Tunneling in game development is when the speed of an object moves too fast and it goes through objects. The way to combat this will be to have a continuous collision for checking to detect the collision. Another way will be to clamp the speed to a reasonable amount.

3. Just checked on the balls themselves if they are hit on the x axis reverse the x velocity same with the y axis. This can only be used if the game is simple and will only have collision with straight flat edge objects like a rectangle but will not work if it collides with something like a triangle.