**Ball Game Requirements:**

* The ball must have a physics/collision box to bounce off walls.
* The walls must have collision boxes the height/ length of the screen.
* The game must allow the user to draw shapes in the game.
* The obstacles the user draws that are more than 3 pixels must gain collision boxes around the obstacle.
* The ball must bounce away from collision boxes along the edges of the screen and the user obstacles.

**Car Game Requirements:**

* Take user input to control a car around the screen.
* Give the car a collision box.
* Generate obstacles with collision boxes for the user to avoid.
* When the car collides with the obstacle, “Crash the car” and end the game.