**TEN-0-EIGHT PROJECT DOCUMENTATION**

Our major struggle with Sketch 1 was handling the mouse click. How it fits into the code in reference to using a mouse pressed vs mouse click style function. Various examples and videos provided us with the solution to the proper implementation of the function.

For Sketch 2 our primary struggle was handling the concept of deacceleration and friction. Specifically when it should be applied and in what way. The solution we came up with is to create a function for handling friction that is activated on collision. Using a boolean to keep track of the states that the block is in and resetting that boolean when the object is not in collision.

For Sketch 3 the biggest struggle was implementing the array and path for each specific particle. Once the pathing was sorted by adding a pvector to the particle class itself, it was easy to add specific modifiers to the path, random elements, and color effects.

For Sketch 4 the biggest struggle was detecting when the particles would be in range with the box and moving the box in a specific direction once the range was made. The solution was to look at the position of the box itself along with the path of the particles and use the box’s position as a calculator for when range would be found with the particles.