CS 330

Steven Cognata

Southern New Hampshire University

I've edited the sample code provided that created this application. I've used the GLFW library to handle the window and graphics of the application, which has produced a smooth gameplay experience. As the player, you control a slider at the bottom of the screen, which you can easily move left or right with the arrow keys. The main goal is to bounce the balls spawned by the space key off breakable and reflecting bricks. This is the main focus of the game. When a brick has been hit it will change from blue to a light blue indicating that it needs one more hit to fully be broken.

To sum up, this code serves as an instructional demonstration of the principles of C++ game programming, covering physics, collision detection, and player input processing. It has the potential to develop into a fully functioning small but entertaining game with additional scalability in the future.