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CS-330

8-3 Assignment: Coding Collisions

For arranging the bricks into an organized structure, I differentiated the bricks into 2 colors (white for reflective bricks and green for destructible bricks), I made the bricks slightly smaller so I could fill the screen width but have the blocks not touch, and I added a paddle to the bottom of the screen that can be moved left with the A key and right with the D key.

For applying physics to the circles, I made the balls slow down slightly when damaging or breaking a destructible brick, had the trajectory change depending on the initial direction instead of randomly changing, and I decreased the starting speed of the circles, so they were easier to follow.

For altering the state of the bricks when hit, I made it so the bricks take 2 hits to disappear and go from green to red when hit once.

For altering the state of the circles, I made it so that when 2 small balls hit each other they combine into a big circle, when a small and a big meet then the small disappears, and when 2 big balls meet, they both disappear.