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## “8-2 Assignment: Coding Collisions”

To make the brick-breaker game more dynamic and captivating, the programming has been greatly improved. These days, bricks are put in a systematic fashion, with some serving as destructible targets and others as reflected barriers. Player participation and strategic gameplay are encouraged by this arrangement.

Realistic movement and collision responses are implemented by applying physics principles to the circles (balls). In order to replicate elastic collisions, tab the space bar, balls now bounce off walls and bricks with the proper angle adjustments. When blocks that are destructible collide, their statuses change. When they are injured, they exhibit color changes and visual clues, and they now have a health system. When their health runs out, they disappear, making the game more challenging.   
The implementation of circle-to-circle collisions modifies the states of the participating circles.   
Several tiny circles replace the two colliding circles at the point of collision. Gaming becomes increasingly complex and unexpected as a result of this cascading effect.

Reference:

“https://youtu.be/Rq7II4kUUOI?si=dzCss13hDE\_xLBaa”