**CS 330 Module 8**

Based on the ideas provided, I have made few changes. First I change the size of bricks by using this line:

double halfside = width / 6;

From changing the halfside size width/ 2 to width/6. This makes the bricks smaller.

Then, I implement changes to the speed of ball, from this line:

float speed = 0.2;

The speed was 0.03, I changed it into 0.2 instead.

Then I changed the reflective behavior of bricks using this line of code

x = x + 0.03; to this x = x + 0.05;

The state of the circle is changed the circles spawn multiple smaller circles.