The most interesting and personally satisfying piece of software I have written is a small arcade computer came called Floppy Ball ([link](https://github.com/dabekk/Floppy-Ball)). I started and completed it over the summer in my spare time. The game makes the player hop over and under oncoming obstacles to gain points. If the player hits a wall the ball turns red and hits the ground. Your score is then displayed, you are told whether you beat the previous high score and you are given the option to play again. I didn’t want to rely too heavily on external libraries, so I defined my own classes for a button, bar, player etc. It was a very fun project and great to finish on my own.

The great thing the game is that you can endlessly continue to build on it. The game is fully functional. However, in future I will create a high score database, build an elaborate menu, give the game music and more special effects. I am pleased with how the game turned out, and I am really looking forward to building on it even more!