**AARON FORD**

**CMST 290 6981 Introduction to Interactive Design**

**PROJECT 1 REFLECTION**

**QUESTION 1**

As it is directed in the project, I made the following modifications.

1. I modified the ball speed property from 7 to 12 in the ball object.
2. I changed ball size from 10 to 20 by modifying the side property in the ball object.
3. Modified the height of the canvas by changing the values of HEIGHT and WIDTH variables. For the width, I decreased the width from 700 to 500 and height from 600 to 400 so that the playing space can be more visible. I figured increasing these properties the game will be unplayable for some devices.
4. Modified the player’s speed paddle by changing the UpArrow and DownArrow variable values.
5. The speed of AI paddle’s speed is controlled by ball speed.

**QUESTION 2**

I have not submitted any advanced modifications. I am practicing them on my own.

**QUESTION 3**

I faced many challenges during this project. I am new to code and spent a lot of time prior re-reading and watching the Max Wihlborg YouTube video tutorial which I used as a guide to complete the project.