Final Project

This project was deceptively challenging. Creating new bricks was simple as all you needed to do was create another instance for the GPU to draw. The hard part was in making the new object move while a key is being pressed and removing the original image. When the program first starts, you have a few bricks in the play area, and three bricks make up the paddle. The paddle bricks seem to want to stay persistently while the moving one only shows up when the left or right keys are pressed. This exercise was good for teaching me more about creating object and manipulating them. Something simpler like changing the color when a collision occurs, is important as well. If the color changes then you know that you are properly detecting the collision. Some of the methods that are being called upon in OpenGL remind me of an old program I used to have on my Commodore 64, called Gary Kitchen’s Game Maker. There was a disk for every component, and memory was severely limited (64k), but you could edit the pieces like the sprites, the background, sound, music, and then you bring it all together in the editor. The editor used sort of a pseudo-code style of programming, where a drop-down menu would allow you to pick the applicable item, while the program does the heavy lifting. Although C++ is far more sophisticated, this started both my interest and changed the way I thought of programs. I try to apply this way of thinking, where each component can be tied into a central control. This also helps me to maintain an object oriented perspective.