Module 8 Assignment

Referring to the resource materials, I was able to apply different parts from the Breakout game example to create my own 2D animation. The animation required many changes to the starter code we were provided. First, I created a nested vector to design how the bricks were laid out on a grid by assigning 1 or 0. Then using that grid, a brick was drawn at each location with a 1. I randomized the creation of the indestructible bricks so roughly every 1 in 6 bricks was indestructible. I gave those bricks a different color than the rest. The destrucable bricks were give a health value and lost a point every time a ball collided with it. The color values represented the current health of the brick going from blue to red before disappearing.

The circles were also given health and strength with a similar color scheme. Circles lost health with each collision. A stronger circle consumed a smaller circle gaining the health and strength of the consumed circle. For every 5 strength level increases, the radius of the circle increased up to level 20. The strength level indicated how much health a brick looses when the circle hits it. Lastly, physics laws were applied to the motion of the circle

Finally, a launcher brick was placed at the bottom of the screen. It can move left (A/<) and right (D/>). The spacebar launches a ball. The angle of the ball launch can be adjusted left(W/∧) or right (S/∨).

My intent behind these changes was to create a sort of game that was fun to watch once you launch the balls. By applying what I have learned in this course and using the resources available, I was able to successfully create this animation.