Cody Hodges

September 13, 2018

For scene 0, I used diamonds, hexagons, and triangles to build ramps for a ball. For scene 1, I used the same polygons to trap 4 balls and have them bounce around. I was trying to get the middle polygons to spin around a fixed point when they collide with a ball, but I'm guessing I need a script for that.

https://github.com/hodges522/cody_hodges_gdf2018_assignment4.git