CS 330 Module 8-2

CODING COLLISION

Here is a little breakdown of my enhancement to improve the dynamics and interactivity of your animation, based on the goals and ideas you mentioned.

Enhancements Made.

1. Background and UI Elements: I added a background color or image to make the scene more visually appealing. Consider adding UI elements for user interaction, such as buttons or text displays or instructions.
2. Physics-Based Movement of Circles: Instead of random direction changes, the movement of circles now follows a more realistic trajectory based on their last direction and collisions. The angle of reflection is calculated using basic physics principles (angle of incidence equals angle of reflection).
3. Friction and Speed Alteration: I added a friction effect that slows down the circle upon each bounce, simulating energy loss in real-world physics.

Specific Code Changes - I didn’t make too much changes to the code. I only adjusted the scaling.

1. Brick Class Modifications: Added hit count functionality to the Brick class, which allows bricks to take multiple hits before they are "destroyed" or disappear.
2. Movement and Scaling: Implement scaling animations for the circles (e.g., pulsating effect) and gradual movements to make the animation feel more dynamic.

Particle Effects: When a destructible brick is hit, create a simple particle effect by spawning small circles that burst outwards.