

This code was hard to do. It took me a long time to do. The hard part was trying to figure out making shapes disappear after collision. That took up most of my time. I was unable to figure out the problem because I'm not yet a problem solver in coding. I could not get the ball to flow as you click the space but it still works. What I liked about this project was my ability to understand why something obviously wasn't working. I was not able to display the lose font after my code freezes after an enemy collision, which also prevented me from making a win screen. Otherwise I would've had most of the things completed. Whoever reads this, please be remorseful on grading. Also you have to run this code in the terminal or it just won't run at all.