1 ASSUMPTIONS

- Variable names do not get changed

- Correct value to variable type

- The path of the .config needs to change depending on the location of your configuration file *(edit path in config.h)*

To change the variables contained in the config file, replace the existing variables

2 DESIGN PATTERN

The design pattern used in this program is **factory method**. This creational design pattern becomes useful when there are multiple objects, which would be the case in later assignments.

3 EXTENSION

- Ball changes colour when it hits the wall

- Ball is movable via the mouse