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Code Modification Summary:

For this assignment, I modified the base animation code to create a fully realized 2D animation featuring interactive bouncing circles and a flower composed of destructible and reflective blocks. I added a Circle class to represent moving objects and used a vector to dynamically generate multiple circles when the spacebar is pressed. I implemented logic so that each circle moves, bounces off walls and the paddle, and changes color when it collides with another circle.

I also created a Brick class that supports both reflective and destructible types, each with unique behavior. Destructible bricks disappear after multiple hits, while reflective bricks bounce the circles back. I arranged these bricks to form a flower and a stem, integrating both creative design and technical functionality into the scene.

My goal was to build a visually engaging 2D animation using modular, object oriented code. I approached the problem incrementally, first adding motion, then interactions, and finally enhancing design. The result is a structured animation that demonstrates key animation concepts like collision, object state, and visual feedback.