A screenshot of a computer code

Description automatically generatedComputer Graphics 2D Project Presentation  
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1. Game Logic:  
**if (play) {** // Game logic **}**The game logic is executed only if the variable   
play is true. This condition determines whether   
the game should be actively running.x

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Description automatically generated2. Brick Collision and Score Update:**for (int i = 0; i < map.map\_game.length; i++) {  
 for (int j = 0; j < map.map\_game[0].length; j++) {  
 *// Check for collision with bricks and update score*  
 if (map.map\_game[i][j] > 0) {  
 *// ... (collision detection and handling)* }  
 **}  
}**Iterates through the 2D array representing the game's   
bricks. If a brick is present, it checks for collision with   
the ball, updates the score, and removes the brick.  
 **3. Ball Position Update and Wall Reflection:**  
// Update ball position based on directionballposX += ballXdir;  
ballposY += ballYdir;  
  
// Reflect ball off walls  
if (ballposX < 0 || ballposX > 670) {

ballXdir = -ballXdir;  
}  
if (ballposY < 0) {

ballYdir = -ballYdir;  
}  
Updates the ball's position based on its direction   
and reflects it off the walls if it reaches the screen boundaries.