Coding Collisions

CS330 Comp Graphics and Visualization

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For my collision animation, I added 22 more colored bricks and changed their size from the original code. I moved the circle launching area to the bottom of the screen and coded it so the circles launched from a brick (this wasn’t much different than the original code). I made the reflective bricks the same coral color and alternated the color of the destructible bricks. The design looks like a cute face with antennas. I slowed down the speed at which the circles traveled. I made the circles smaller to have a complimentary effect on the smaller bricks. I added a health counter to the destructible bricks, each destructible brick will be hit 10 times before turning off and disappearing. I also attempted a health counter for the circles but only achieved them passing through the bricks after hitting them instead of turning them off. I wanted to create a fun animation of circles breaking bricks with a small challenge of breaking all the bricks. I probably took the long way around by coding one brick at a time and running the code after each, but this kept me from backtracking and figuring out where something went wrong. This saved me time and allowed me to troubleshoot effectively throughout the process.