**8-3 Assignment: Coding Collisions**

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CS-330 Comp Graphic and Visualization

Professor Battersby

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**Modifications**

The adjustments made on the template were creating a paddle, changing the brick size and color, and altering the state of the bricks and circles upon collision. The first focus was creating a paddle that could move left and right. After initializing the paddle information, I referred to the assignment focusing on the camera movement to shift the direction when pressing the left or right arrow. With the assignment, I also wanted to create a fun and simple design by creating a happy face. I could shift the bricks to make the eyes and mouth by understanding the vertices and colors in computer graphics. When creating the collision scenarios between the circle and bricks, I only set the code to destroy the mouth after the blocks collided five times and change the color from yellow to white after it had been struck. I struggled with the circles the most because I wanted to remove the circles from the program. Instead, I adjusted to make the circles disappear once hit but adjusted the radius size. Overall, the assignment was a fun task. I plan to revisit it once I learn to implement other fun features, like including a scoreboard.