In this project, I made several changes to enhance the 2D animation. First, I rearranged the bricks to create a more interesting layout, mixing reflective and destructible bricks with different colors to make the animation visually engaging. I applied physics laws by adjusting the circles’ movement to react realistically when bouncing off walls, including changes to their direction rather than random bouncing. I also added a friction effect by slightly reducing the circles' speed after collision. When circles hit bricks, destructible bricks now require two hits to disappear, with a color change after the first hit to indicate damage. Additionally, when two circles collide, they now combine into a larger circle to add visual complexity and simulate mass accumulation. Throughout the project, I structured my code modularly by using functions and classes, which improved readability and reusability. I followed coding best practices by using clear comments, consistent formatting, and meaningful variable names. These enhancements created a more dynamic and professional animation that applies fundamental principles of computational graphics and physics.