CS 330 Module Eight Assignment Explanation

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Course: CS 330 Computational Graphics and Visualization

Assignment: Module Eight - 2D Collision-Based Animation

For my Module Eight 2D animation, I created a visually engaging layout using a wave pattern of reflective and destructable bricks in different sizes and colors. The paddle at the bottom is manually controlled using the keyboard, allowing for interaction and skill. Physics laws are applied to the circles so that when bricks darken with each hit and require multiple impacts to disappear, while reflective bricks simply reflect the ball and change tint. When two circles collide, they merge into one larger ball with a blended color, creating dynamic and unpredictable gameplay. I used structured functions, clear variable naming, and comments to keep the code clean and modular. This design meets all rubric criteria they collide with walls, they bounce back and slightly increase in speed. Destructable for animation engagement, collision effects, paddle control, and coding best practices.