Congretional App challenge

Title: Ballzs

Objective of the app:  
I saw a lot of people in my school playing this game and competing for who’s the best so I decided to create my own clone of the game which I could tweak to my liking so that I could beat all of them. ;)

Technical difficulty:

This app was honestly one of the smoothest programming experiences I’ve had so far. The biggest problem I had was the ball not following the correct trajectory. I figured out that the error was happening because of compounded rounding. (Kind of like the error accumulated from tangent-line estimations on a curve) To fix this problem, I decided to create new variables, xReal and yReal to store the actual values of the ball and then round off of them each frame to get x and y. This eliminated the accumulated error.

V2.0 plans

For V2.0 of Ballzs I will definitely be adding a mouseListener that calculates the firing angle. I have already made the algorithms in a previous JavaScript program but couldn’t quite figure out the MouseListener syntax in time for V1.0 since I only started the program a few days ago. I will also probably increase the accuracy of the collisions and add a corner-bounce algorithm.