Samuel Bailey

Week 8 Assignment

02/22/21

After watching the opening video and downloading the code I was able to make some adjustments to the program.

Starting from the beginning I had to include the “linemath.h” in the project to use the library. I then used the rubric and began to change the code. First I adjusted the spawn location of the cubes. Moving them and making them appear closer together. I think this can help the program by demonstrating what it can do when balls get stuck in between the squares to really show the reflective bounce. For the balls I adjusted the squares from disappearing to just staying that way when the balls bounce off of the squares it will show more of what exactly is going on. Upon collision of the circles more circles should appear, you can also select space to have this same effect happen. I wanted more circles to appear and bounce off of the squares. Overall fun final week assignment to see what else can be done in openGL.