

# Assignment #1 : Angry Bullets

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Gameplay video: <https://youtu.be/A4VmYdrEbxc>

## Screenshots from the game with given environment:

- If the ball hits one of the obstacles (dark gray rectangles), touches the ground or reaches the maximum X coordinate, the game finishes and user loses.

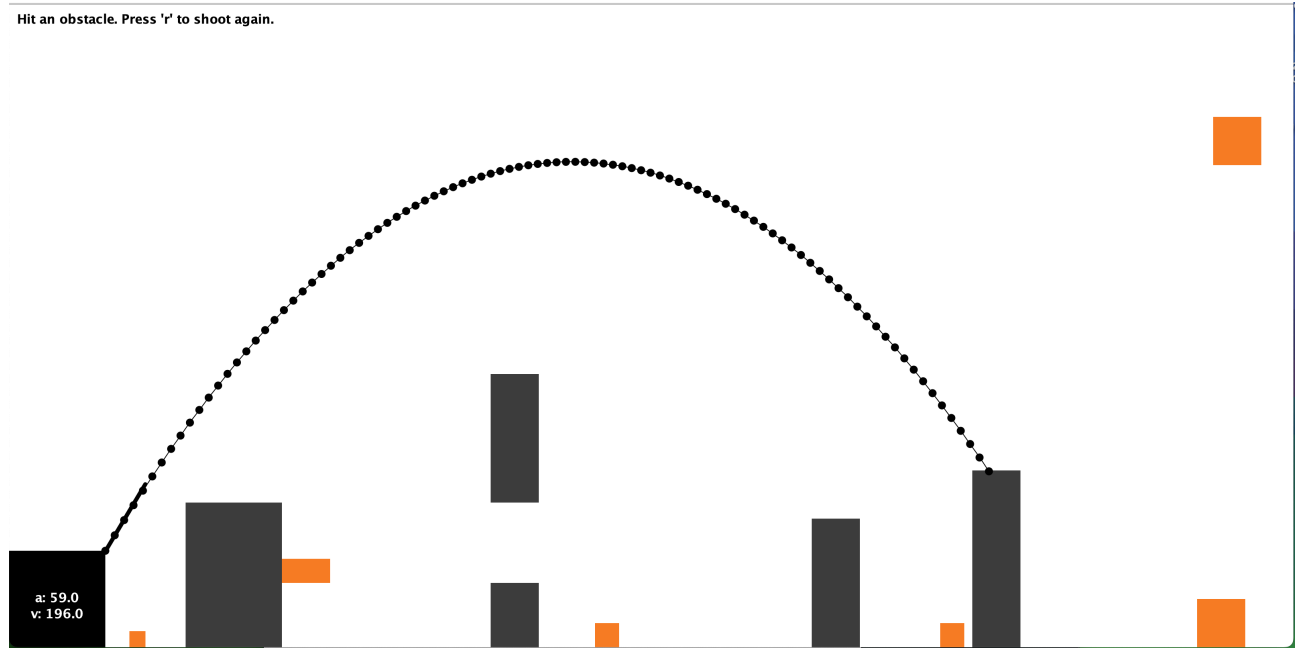


Figure 1. Hitting an obstacle case

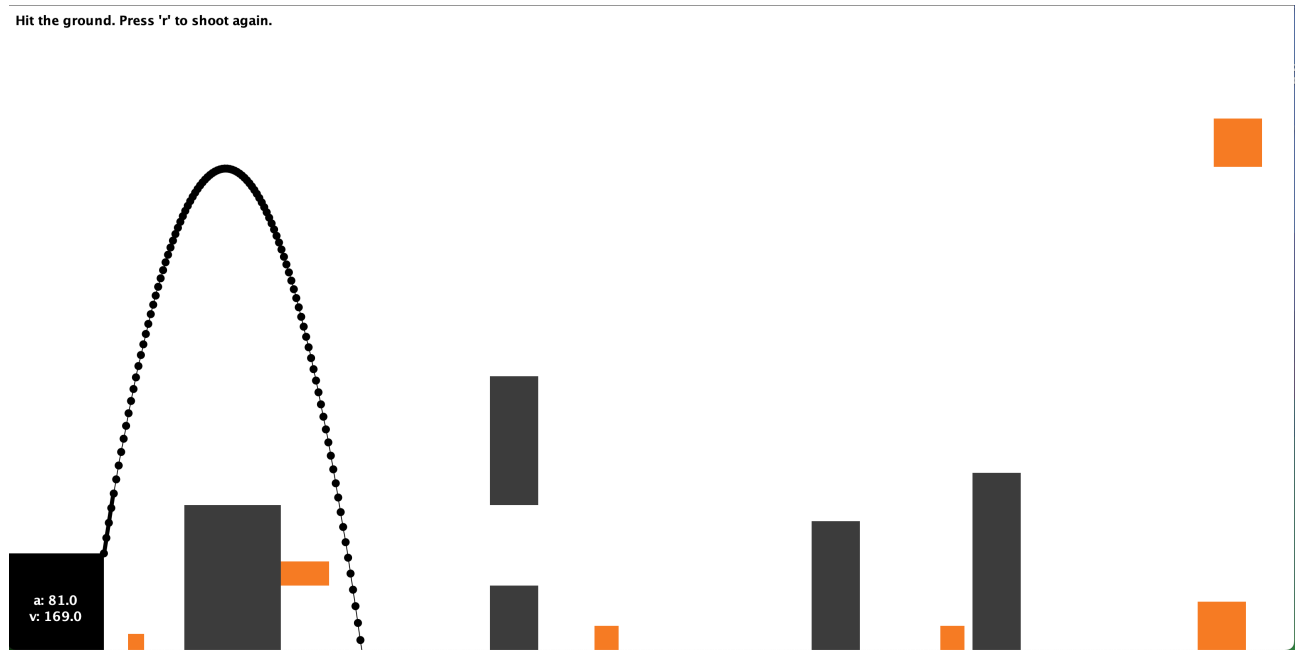


Figure 2. Hitting the ground case

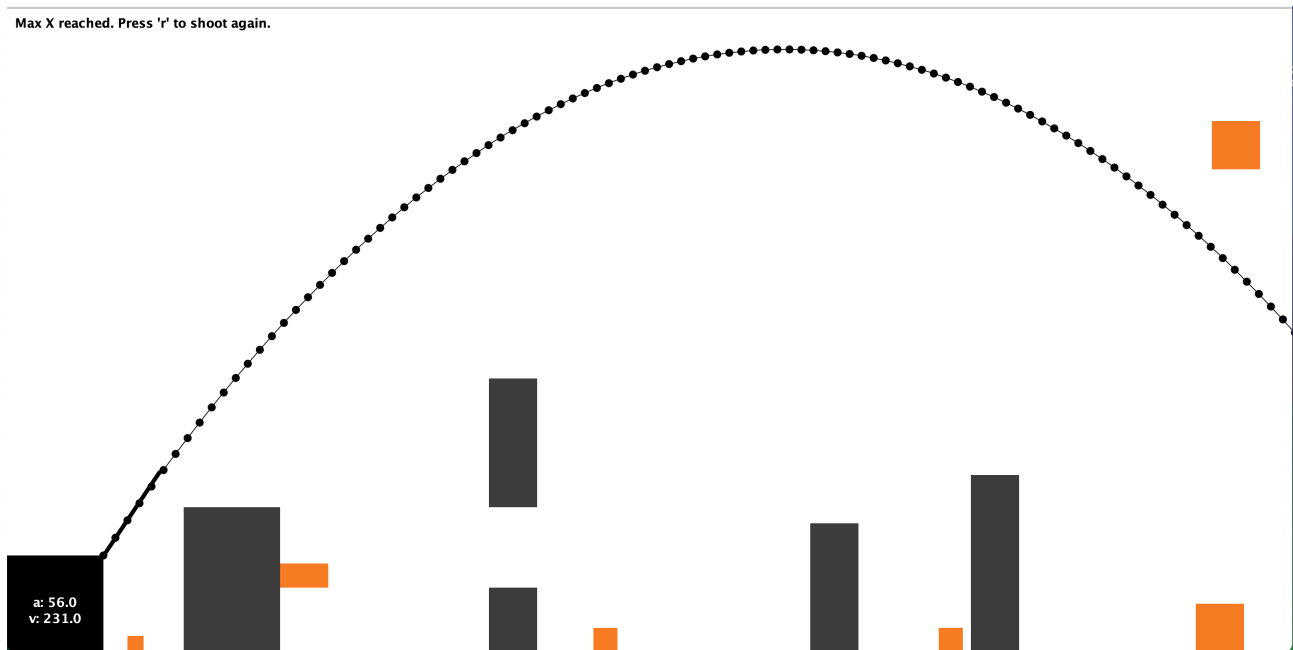


Figure 3. Reaching the maximum  $X$  coordinate case

- If the ball hits a target (orange rectangles), the game finishes and user wins.

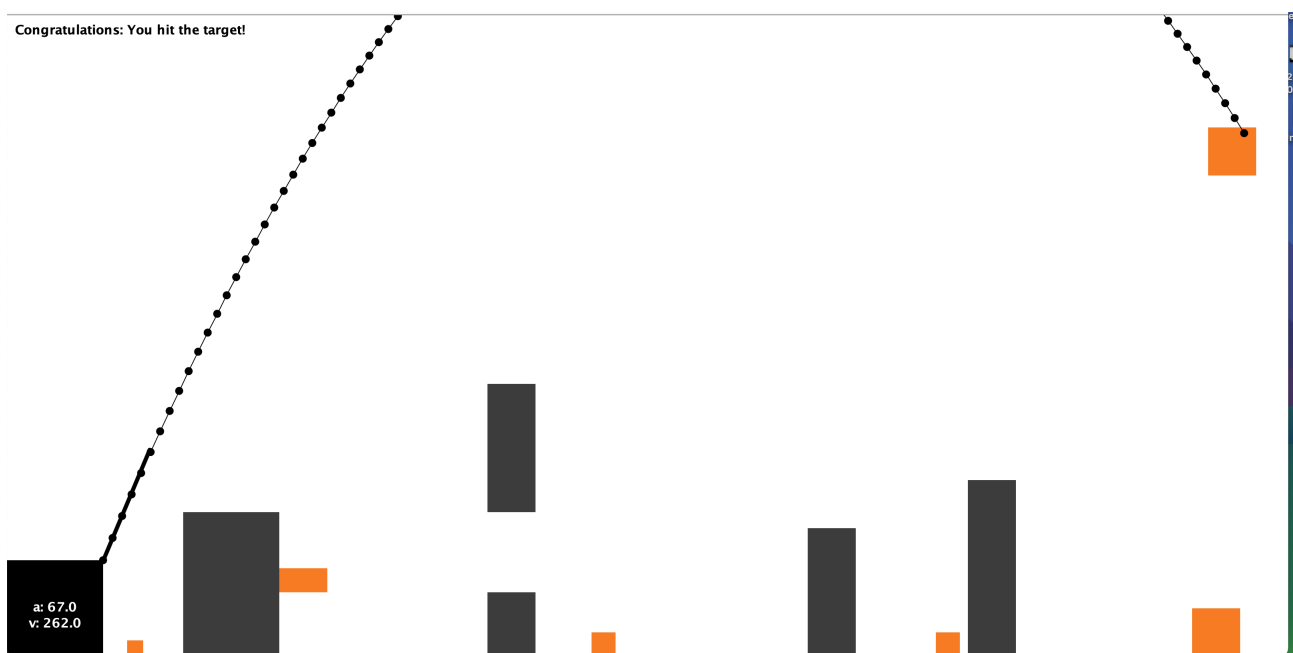


Figure 4. Hitting a target case

Screenshots from the game from my custom environment:

**Note:** to play the game with this custom environment, you can comment the given obstacle and target arrays and uncomment the custom target and obstacle arrays, which are just below the given arrays.

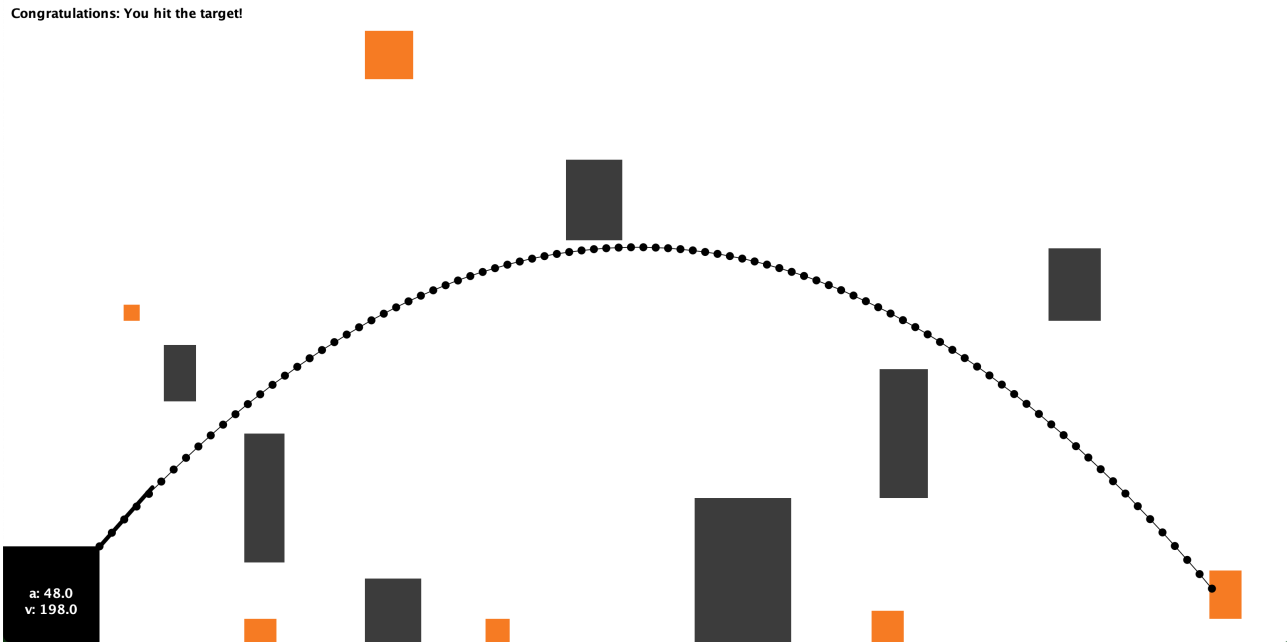


Figure 5. Hitting a target case

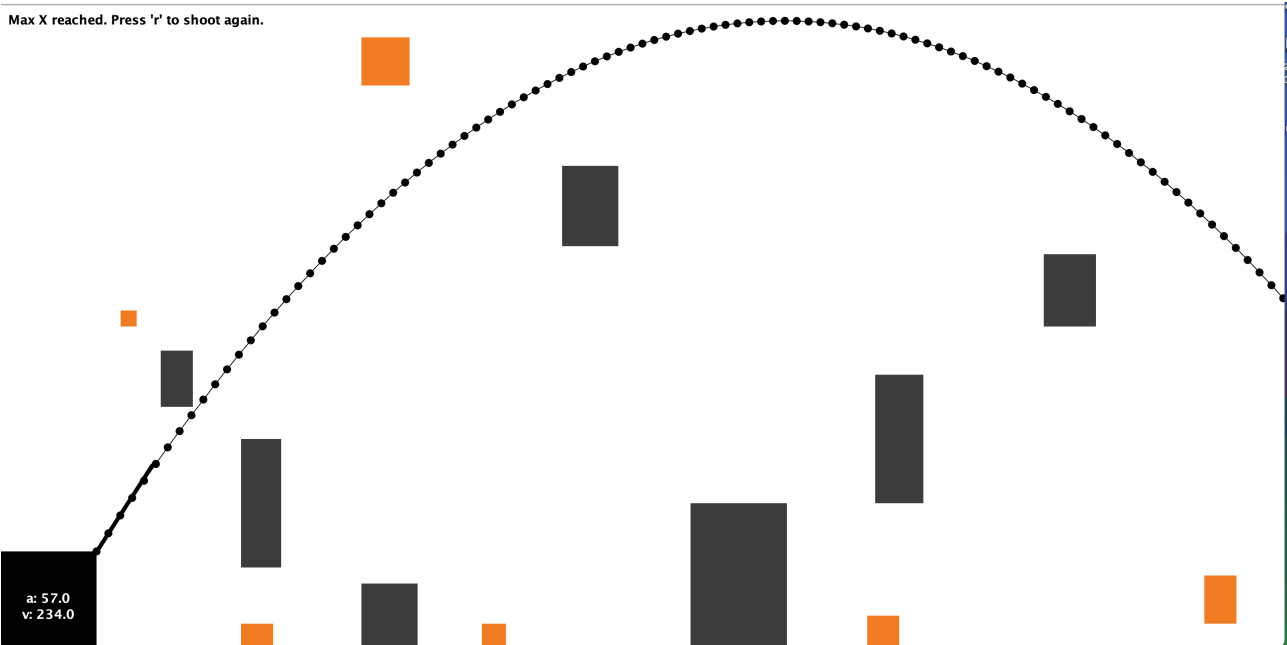


Figure 6. Reaching the maximum X coordinate case

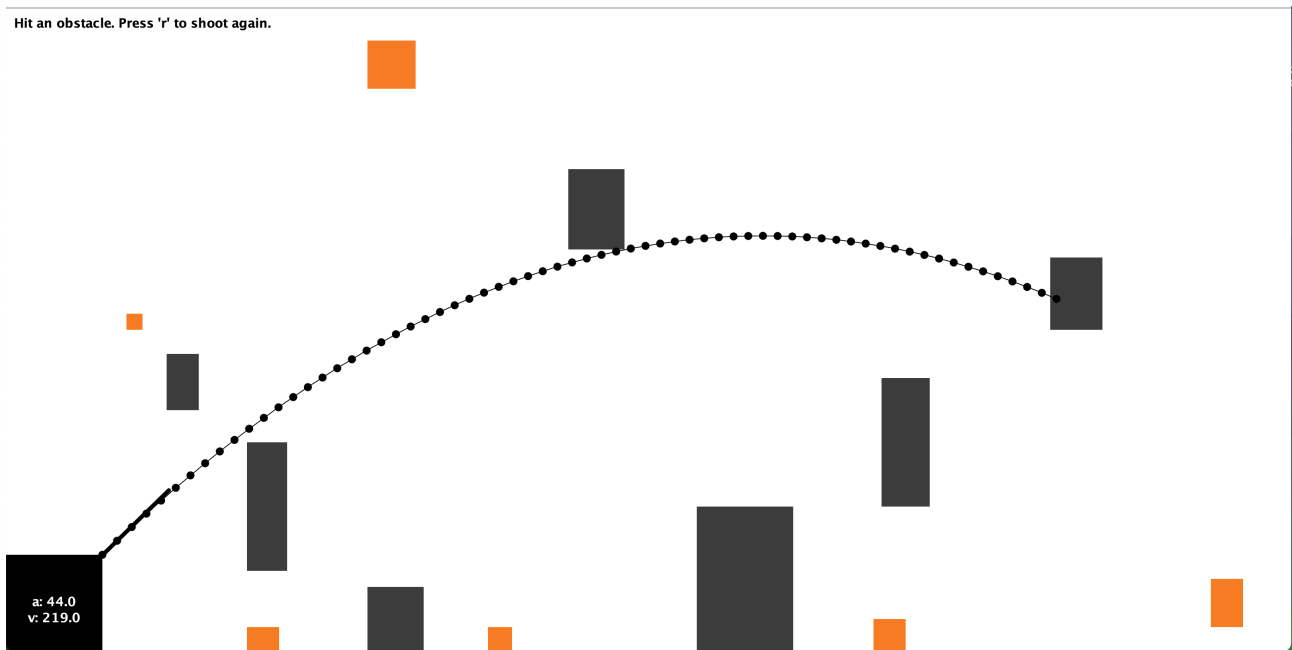


Figure 7. Hitting an obstacle case

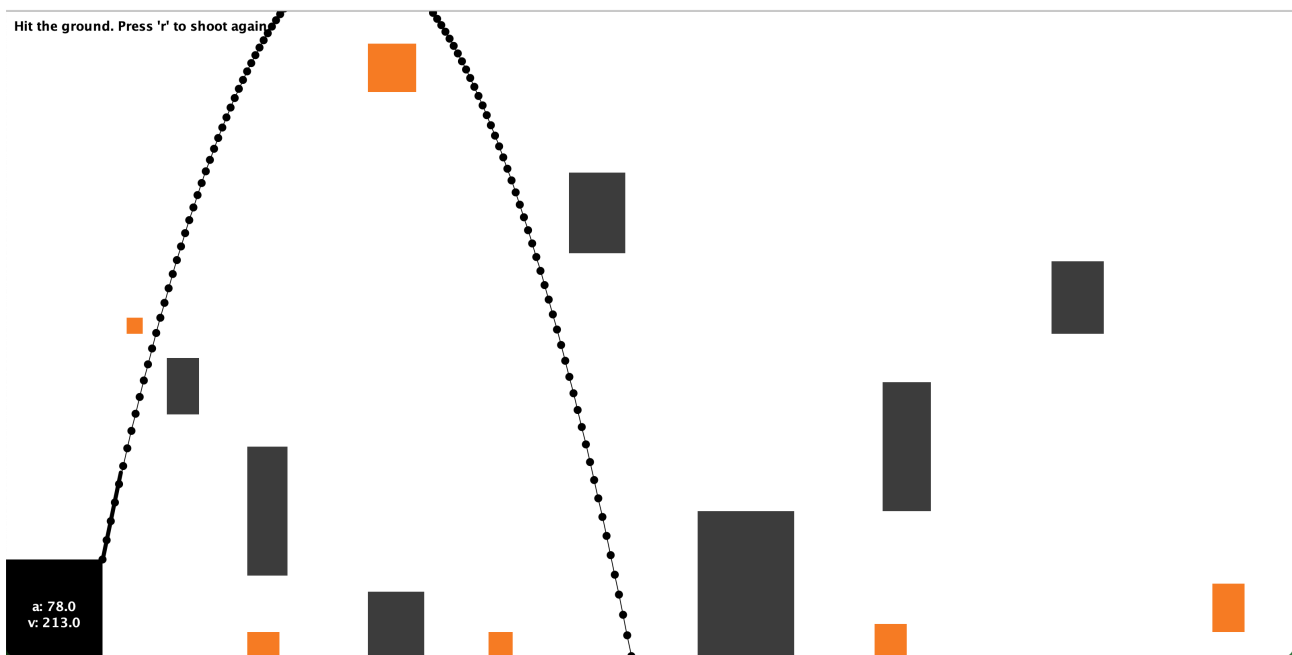


Figure 8. Hitting the ground case