OOP Final Paper

In my final project I decided to do the game breakout. My game is very simple yet fun. I struggled a little bit with the collision between the ball and all of the bricks. Once I figured it out though everything went very smooth. The game functions as it should. My game is very simple code as I struggle to code things expertly, I hope it is good enough for the final though as I did learn some about programming it is just not my main focus. In my project I started off by making the layout for the game. I placed all the blocks and the bumper the player moves to hit the ball. I then placed the ball in the space and started writing my code. This took a little while as I mentioned before I struggled with the collision aspect of the coding. Once I got that figured out however I really flew through the rest of the project. I really enjoyed making this game as well as it showed me that I could do it after some troubleshooting.