To enhance the 2D animation, I implemented changes to make the scene more engaging and interactive. First, I added a hits\_required property to destructible bricks, allowing them to require multiple hits before disappearing. This was paired with a color change upon collision to visually indicate damage. For realistic physics, I replaced the directional enumeration with simpler dx and dy variables, enabling smooth trajectory changes when circles collide with bricks or screen edges.

To improve player interaction, I introduced a paddle controlled via keyboard inputs, which players can use to manipulate the ball’s trajectory. The paddle's movement is restricted within the screen boundaries for balanced gameplay. Additionally, I modularized the code by encapsulating the paddle, bricks, and circles into separate classes, improving readability and reusability.

The primary intent was to create a dynamic animation with realistic physics, clear visual feedback, and interactive elements. I approached this by optimizing collision detection, simplifying movement logic, and ensuring modularity for easier future updates. These changes collectively resulted in a compelling, fully realized 2D animation.