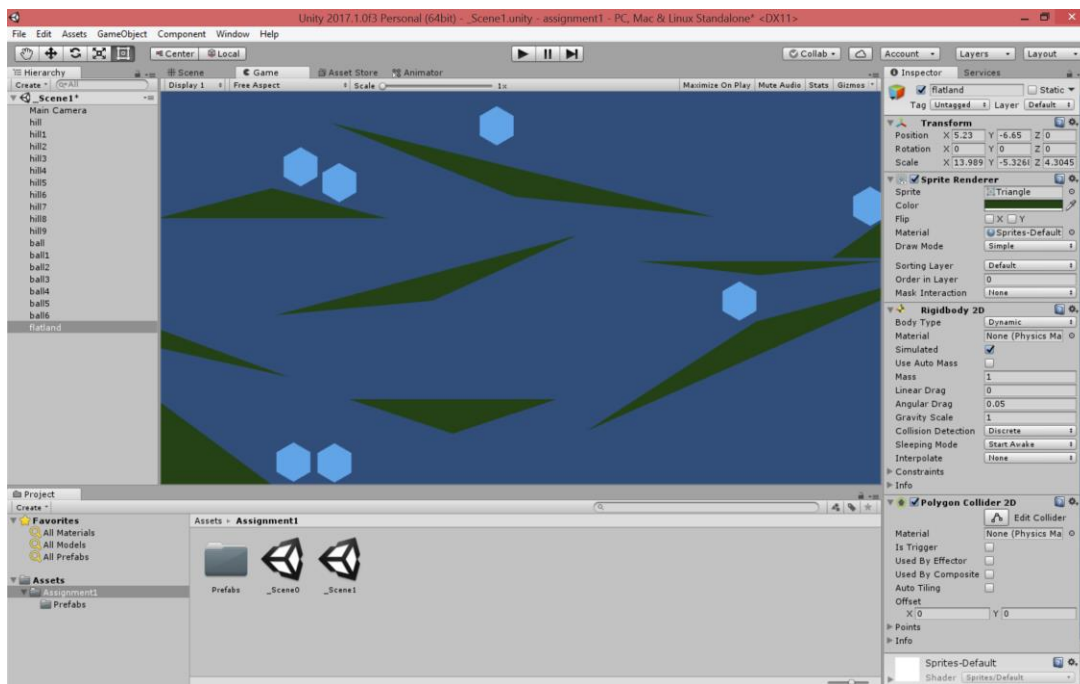
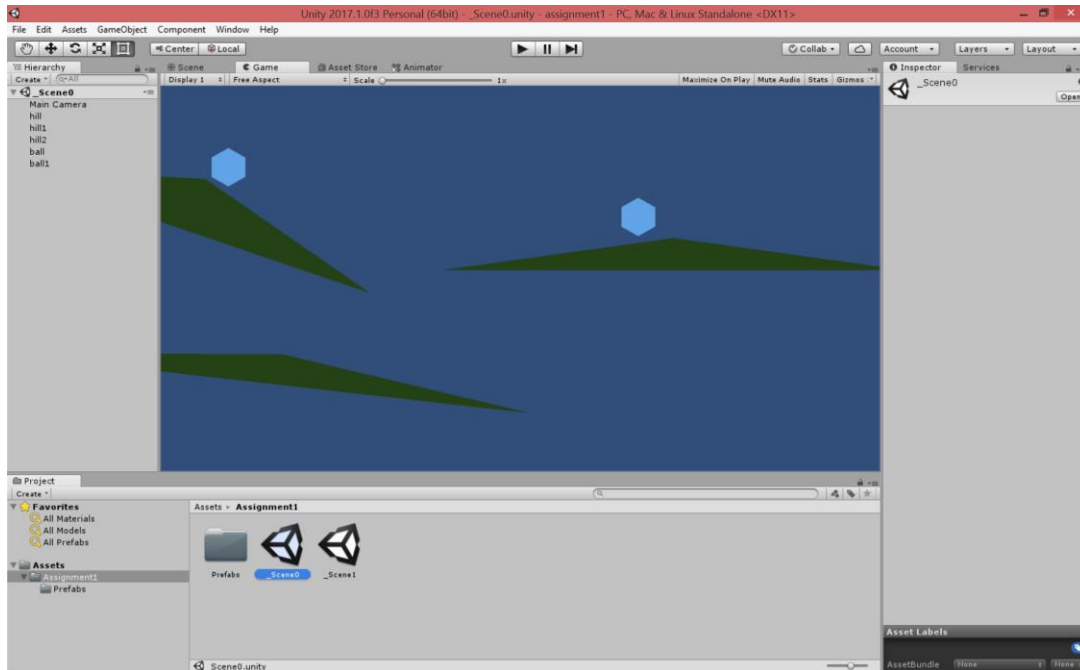


Taylor Driver  
Assignment 1  
14 September 2017



For my first scene, I used few sprites. I began with only three triangles which I used to create hills and two hexagons which I used as balls. This scene is very simple and the balls(hexagons) are gone from the screen in mere seconds. For the second scene, I added many more sprites. In this scene, there are about ten triangles used as hills and almost ten balls to intensify the level. The scene is over rather

quickly still, but the added balls and hills do make it a tad more difficult and exciting than the first scene. The different angles in which the hills are titled also adds to the scene's complexity.