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CS330 M8  
Coding Colission  
  
In this assignment, I enhanced the 2D animation by rearranging the bricks into a grid pattern at the top of the screen, creating a more engaging visual layout. I added a controllable paddle at the bottom of the screen, allowing user interaction using the left and right arrow keys. The bricks now vary in color and type some are reflective, while others are destructible and require multiple hits before disappearing. This was achieved by introducing a hit Points attribute to the Brick class and updating the brick's color as it takes damage.

To apply physics laws to the circles, I modified their movement to reflect realistic bouncing behavior. Circles now have speed X and speed Y attributes, enabling them to move in any direction. When a circle collides with a wall, brick, or the paddle, it reflects appropriately based on collision physics. Additionally, I altered the circles' state upon collision with each other by making them merge into a larger circle, adding an interesting dynamic to the animation.

The code was refactored for better logical flow and modularity, ensuring there are no syntax errors. I adhered to coding best practices by using meaningful variable names, consistent formatting, and adding descriptive comments to enhance readability and maintainability of the code.