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Lab 06: Breakthrough Part 2

I have added all tutorial requirements including: a scoring system, a life system, powerups, a better collision system for all boundaries, a game over mechanic, a restart mechanic, sound effects, a multitude of new sprite, increased ball speed, and proper collisions.

Throughout following this tutorial my biggest struggle was simply following along with how some of the sprites were made. I spent long that I would like just trying to alter the basic sprites of my paddle to make it into new sprite for my life counter. My other largest issue was simply having to alter the syntax of the tutorial to solve errors that I could not otherwise understand.

I think that all of the changes that I have made for this lab makes the game better than ever before and makes the game fun to play and fun to achieve a high score.