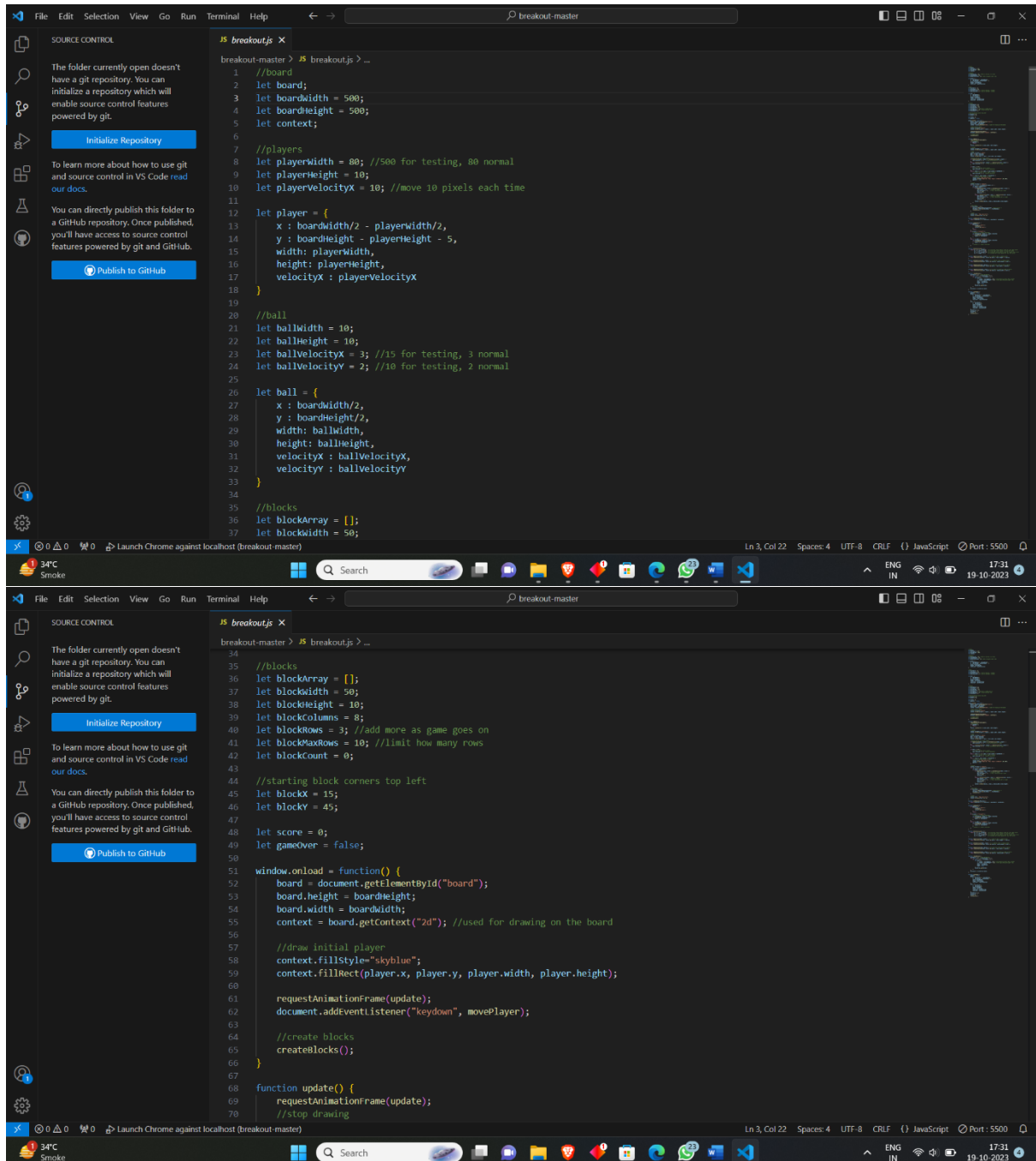


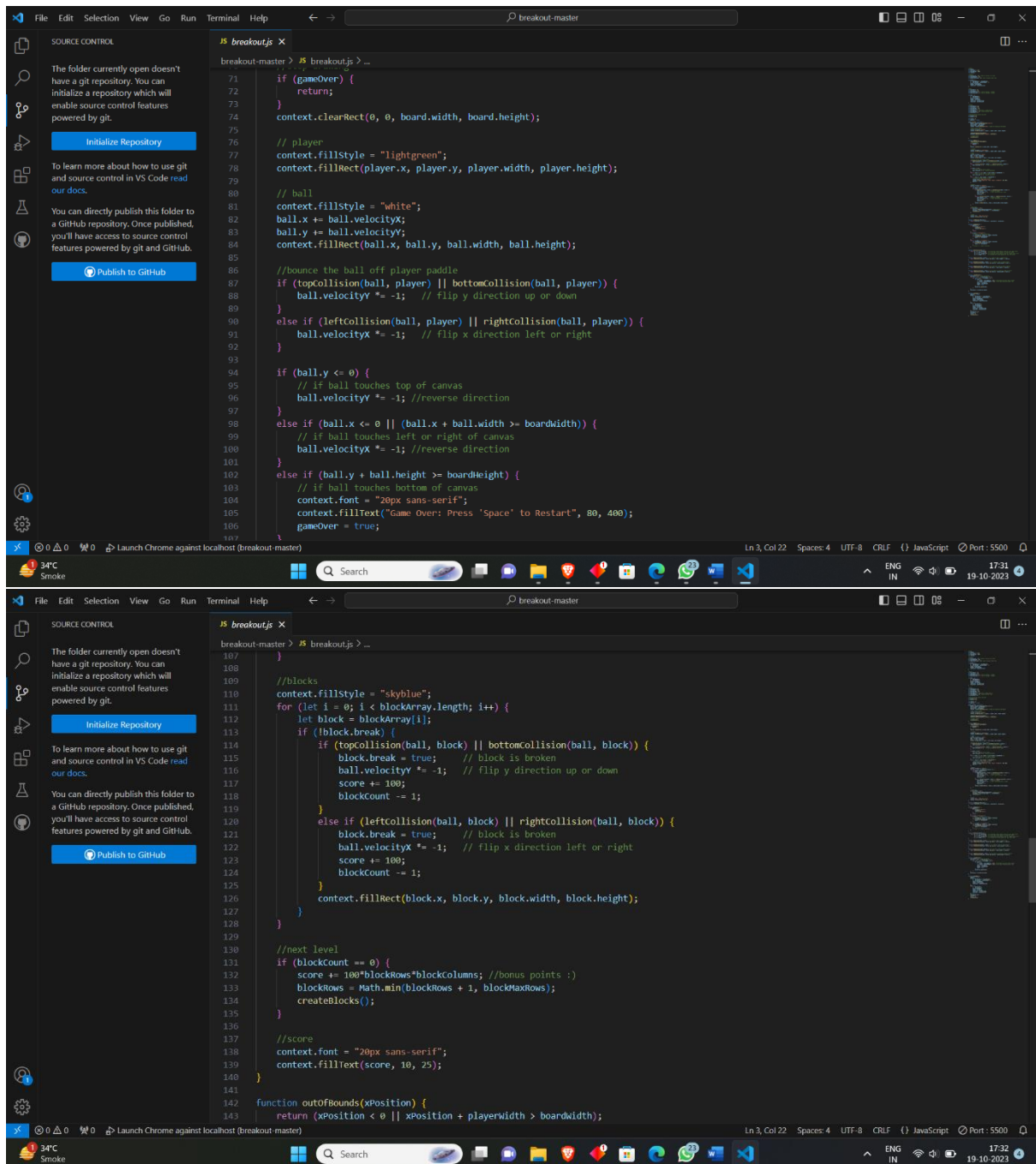
# Breakout game

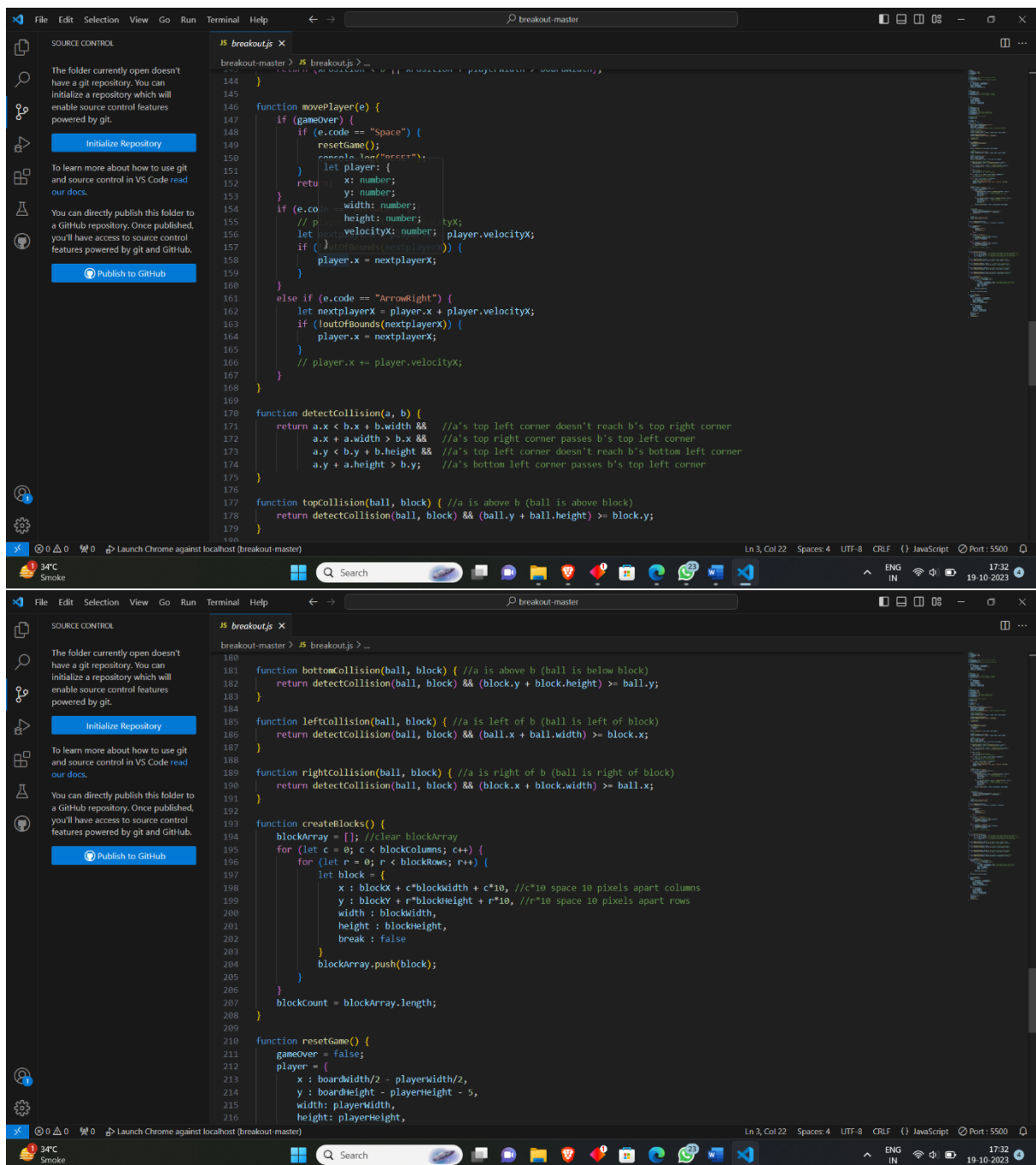
Group Members:	Roll no:
Hani Kotian	30
Shantanu Mande	38
Roshan Kainee	27

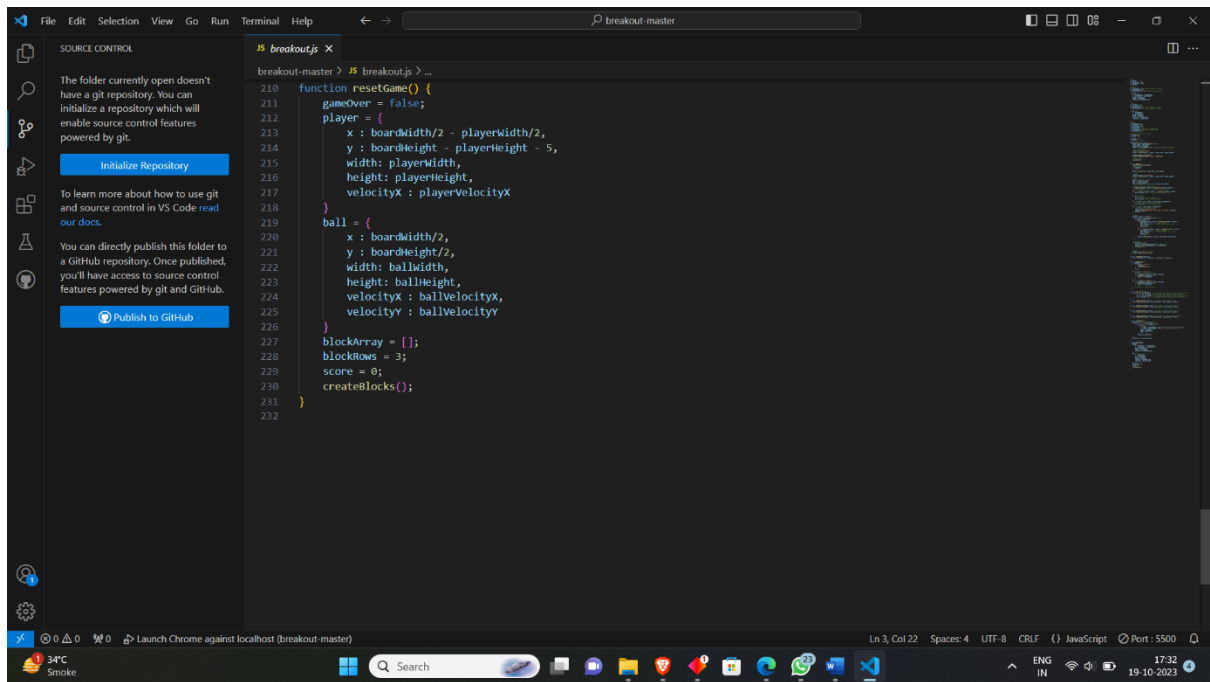
## Code Snapshots:



```
breakout-master > # breakout.js > ...
1 //board
2 let board;
3 let boardWidth = 500;
4 let boardHeight = 500;
5 let context;
6
7 //players
8 let playerWidth = 80; //500 for testing, 80 normal
9 let playerHeight = 10;
10 let playerVelocityX = 10; //move 10 pixels each time
11
12 let player = {
13   x : boardWidth/2 - playerWidth/2,
14   y : boardHeight - playerHeight - 5,
15   width: playerWidth,
16   height: playerHeight,
17   velocityX : playerVelocityX
18 }
19
20 //ball
21 let ballWidth = 10;
22 let ballHeight = 10;
23 let ballVelocityX = 3; //15 for testing, 3 normal
24 let ballVelocityY = 2; //10 for testing, 2 normal
25
26 let ball = {
27   x : boardWidth/2,
28   y : boardHeight/2,
29   width: ballWidth,
30   height: ballHeight,
31   velocityX : ballVelocityX,
32   velocityY : ballVelocityY
33 }
34
35 //blocks
36 let blockArray = [];
37 let blockWidth = 50;
38
39 //blocks
40 let blockHeight = 10;
41 let blockColumns = 8;
42 let blockRows = 3; //add more as game goes on
43 let blockMaxRows = 10; //limit how many rows
44 let blockCount = 0;
45
46 //starting block corners top left
47 let blockX = 15;
48 let blockY = 45;
49
50 let score = 0;
51 let gameOver = false;
52
53 window.onload = function() {
54   board = document.getElementById("board");
55   board.height = boardHeight;
56   board.width = boardWidth;
57   context = board.getContext("2d"); //used for drawing on the board
58
59   //draw initial player
60   context.fillStyle="skyblue";
61   context.fillRect(player.x, player.y, player.width, player.height);
62   requestAnimationFrame(update);
63   document.addEventListener("keydown", movePlayer);
64
65   //create blocks
66   createBlocks();
67 }
68
69 function update() {
70   requestAnimationFrame(update);
71   //stop drawing
72 }
```







Game Snapshot:

