Title	Paranoid Game
Description	This project is the implementation of a paranoid game, where the user controls the ball with the help of a paddle and hits the bricks to complete the level.
Group size	1-4 members
Duration	3-4 weeks
Deliverables	You have to deliver: • System with GUI that fulfills the above requirements. • Documentation that contains your names, sections and a class diagram for the project
Bonus extensions	
Mentor	T.A. Ghada Hamed
Notes	