

BROWSER BREAKER

ADARSH S

L5 GDD

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THEME

- ▶ The main theme of the game Browser Breaker is " Offline ".
- ▶ The theme is based on the competition on JS13kgames.
- ▶ The rules state that the game file size should not be more than 13kb.

SOFTWARES USED

- ▶ Adobe Illustrator (Designing)
- ▶ Sublime Text (Programming)

INSPIRATION

- ▶ Brick breaker is the main inspiration of this game.
- ▶ It was challenging adding the concept of offline into a brick breaker game.

OBJECTIVE

- ▶ Your computer has been affected by virus, and your browser has gone offline.
- ▶ You have to break all the virus bricks in order to make the system go online.
- ▶ The bricks have different health also to make the game a bit more challenging.
- ▶ Upon destroying all the virus bricks, your browser will go online, and you've completed the game.

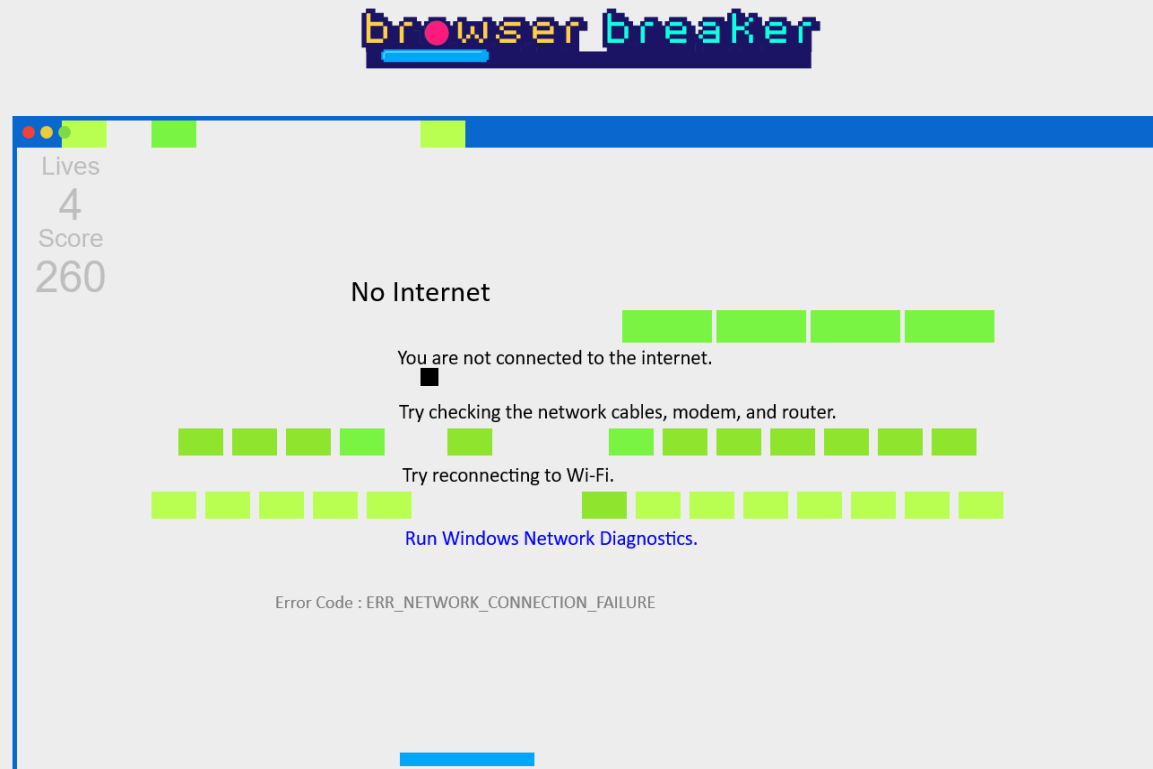
GAME ASSETS

- ▶ The game consists of virus bricks in blue rectangle shape.
- ▶ A paddle is situated in the bottom to control the projectile.
- ▶ The background shows the offline page of a browser.

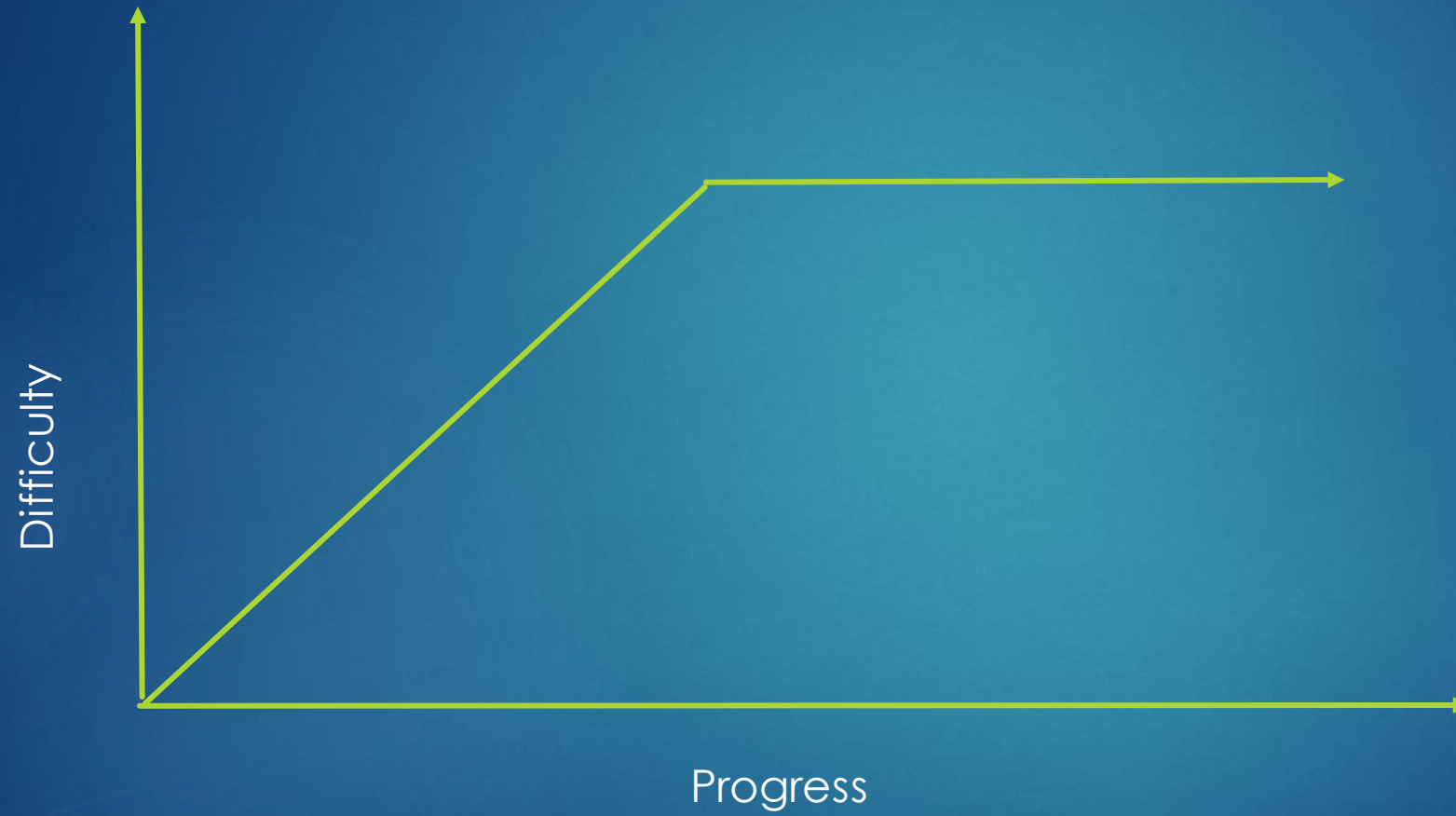
GAMEPLAY

- ▶ Your computer has been affected by virus, and your browser has gone offline.
- ▶ Use the paddle in the bottom to control the projectile to destroy all the bricks.
- ▶ The paddle can be moved left and right using arrow keys.
- ▶ Upon destroying each and every bricks your browser will have become online and you have won the game.
- ▶ The player is awarded 5 points for breaking each bricks.
- ▶ Each row of bricks have different health points.
- ▶ The player has 5 lives.
- ▶ Upon losing all the 5 lives, the game resets.

GAMEPLAY SCREENSHOT



DIFFICULTY CURVE



TARGET AUDIENCE

- ▶ The target audience of this game is 6+.
- ▶ Since no abusive content is shown in the game, the game can be played by children and also people of all ages.

ART STYLE

- ▶ The game follows a minimalistic art style.
- ▶ The colors are bright colors to make it attractive for children.
- ▶ There were certain limitations on designs, since the game should be under a 13kb file size limit.



THANK YOU