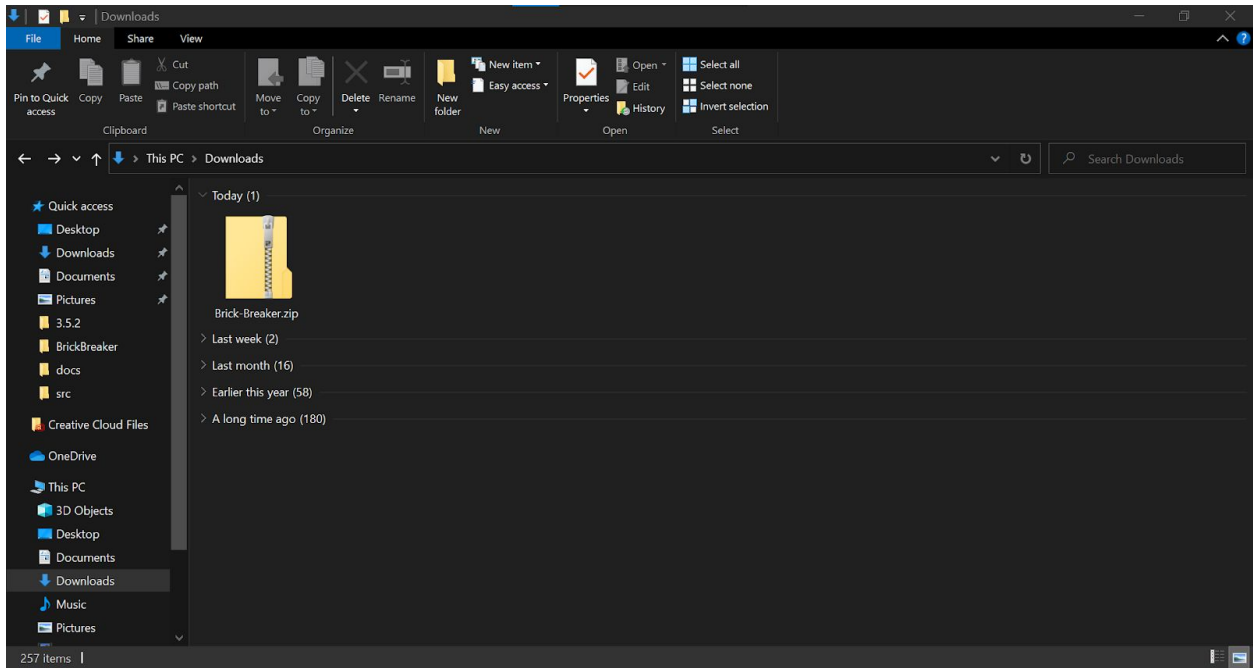
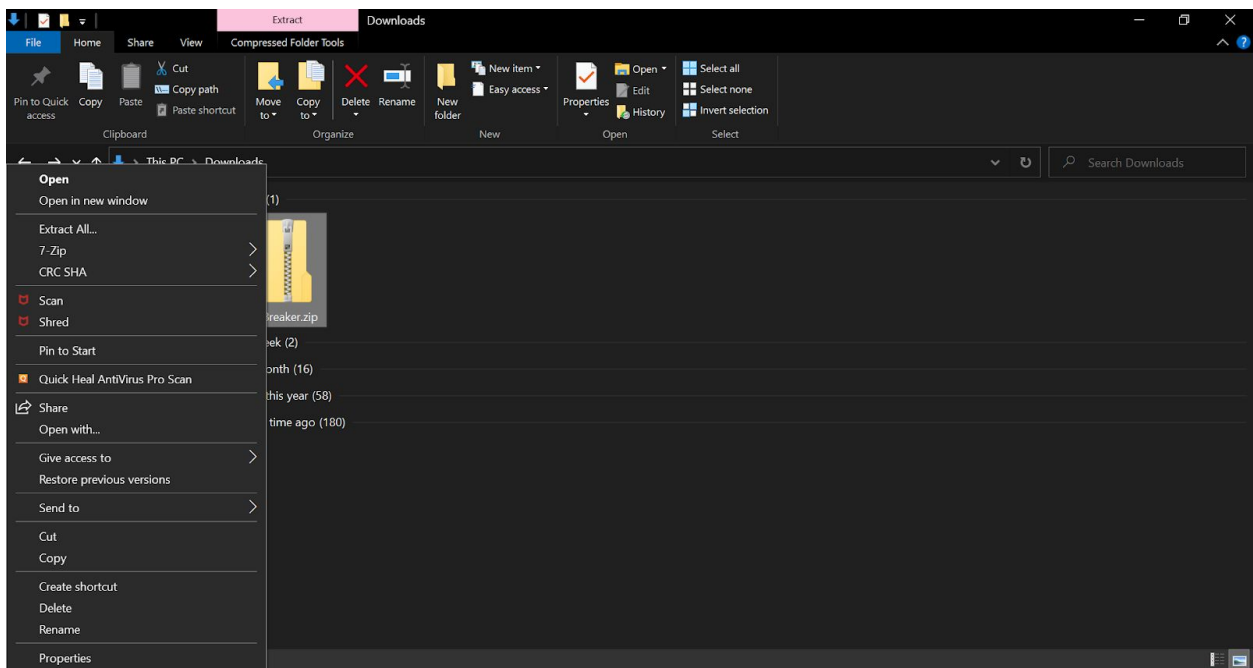


Installation Guide

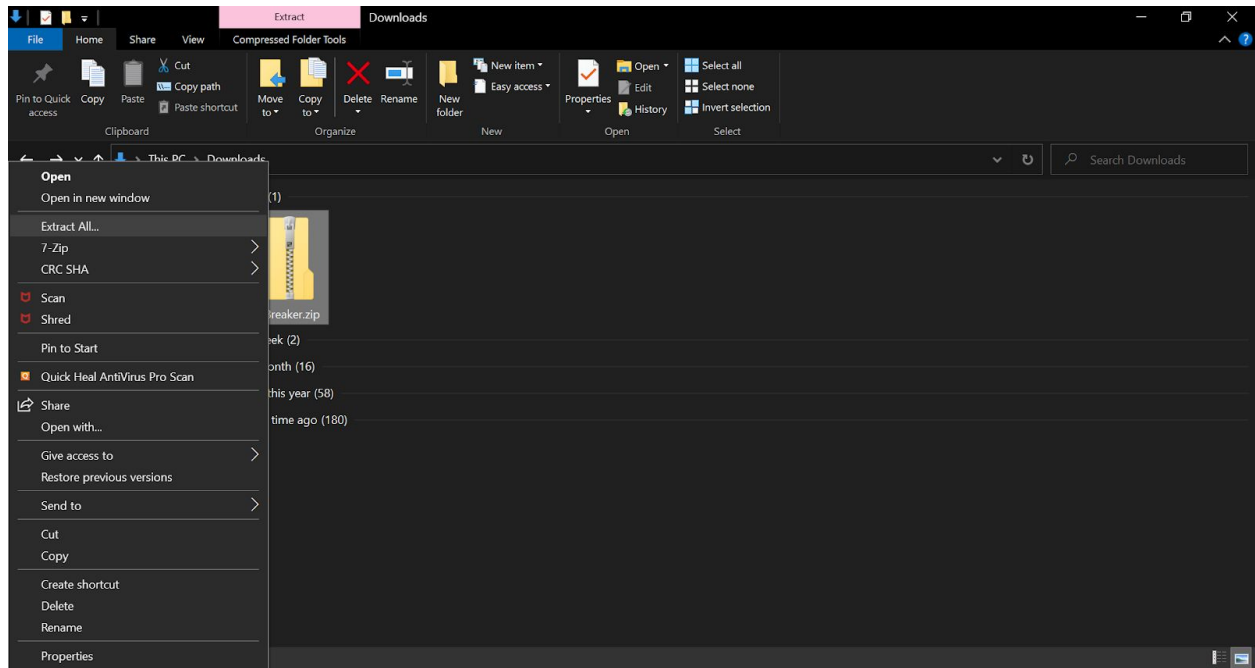
1. Download the zip folder
2. Locate the zip file in your system, by default it will be in you Downloads folder



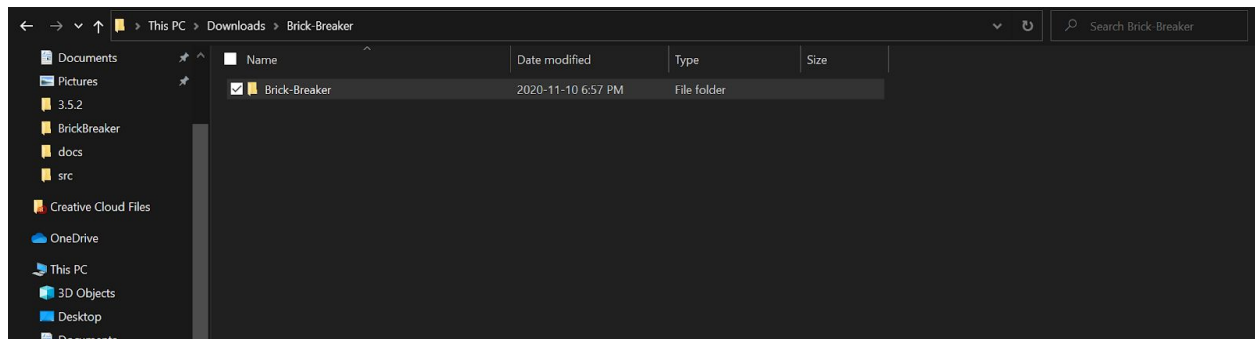
3. Select and right click on the zip folder



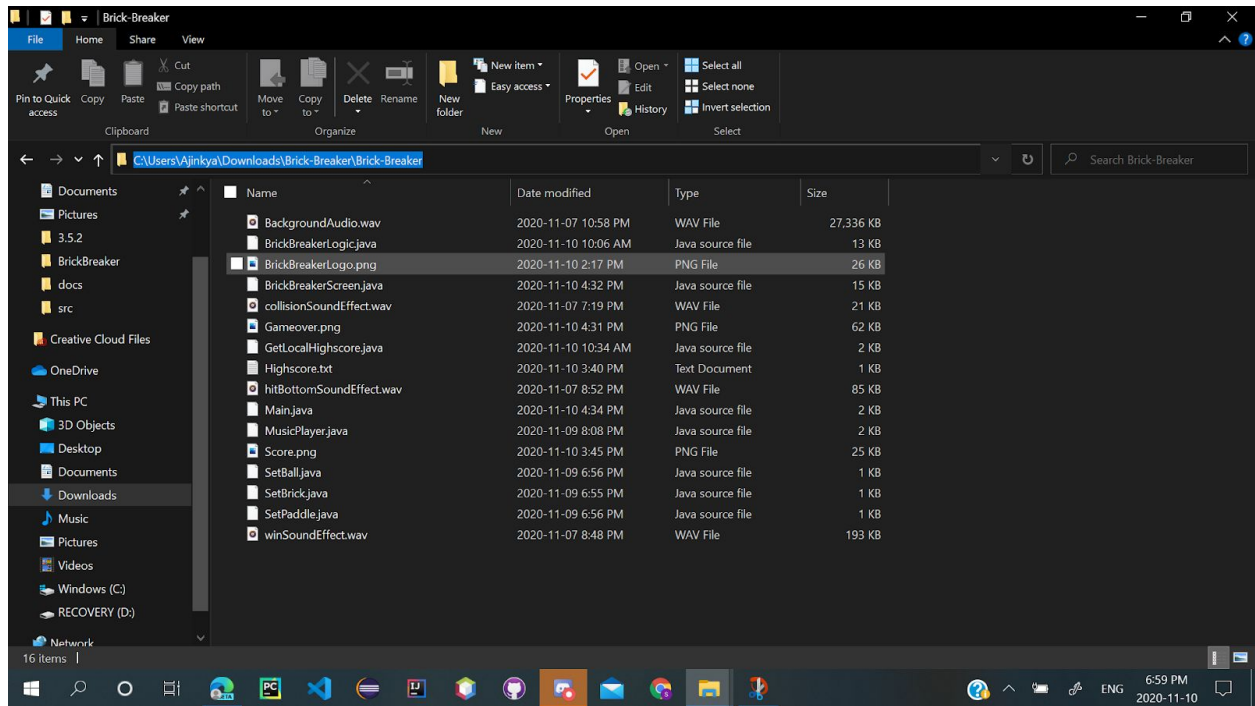
4. Select Extract All...



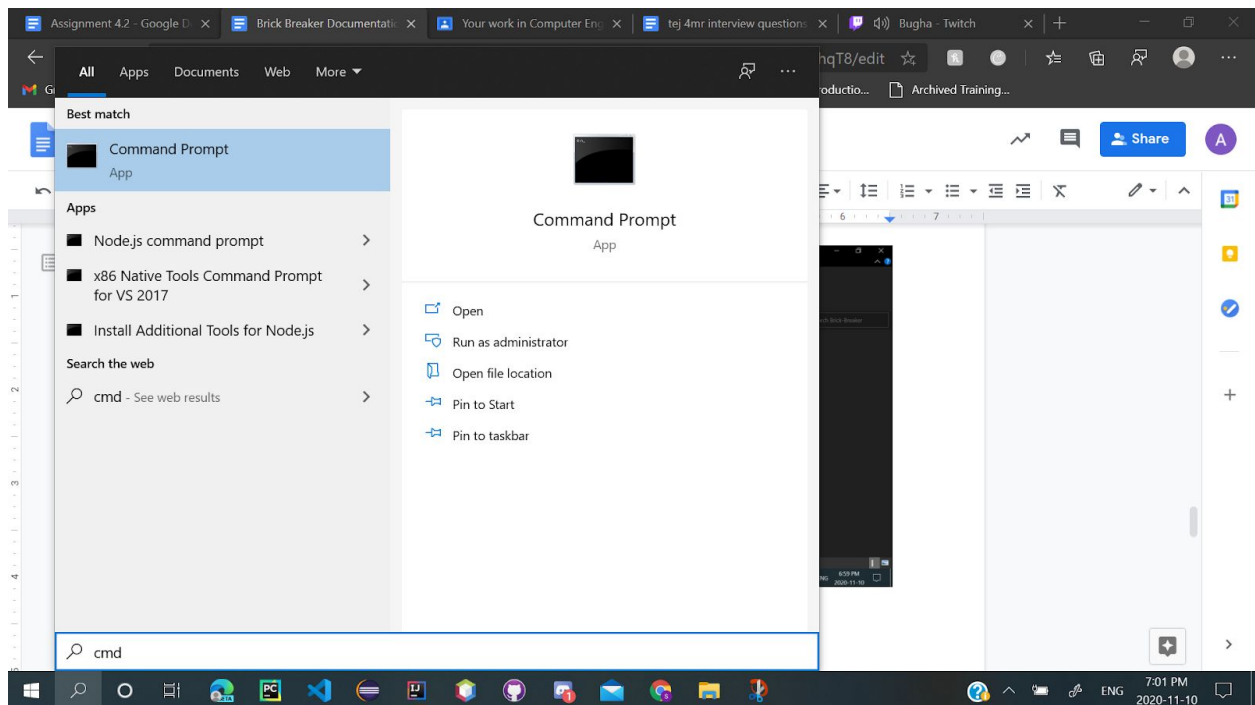
5. Locate to the extracted data



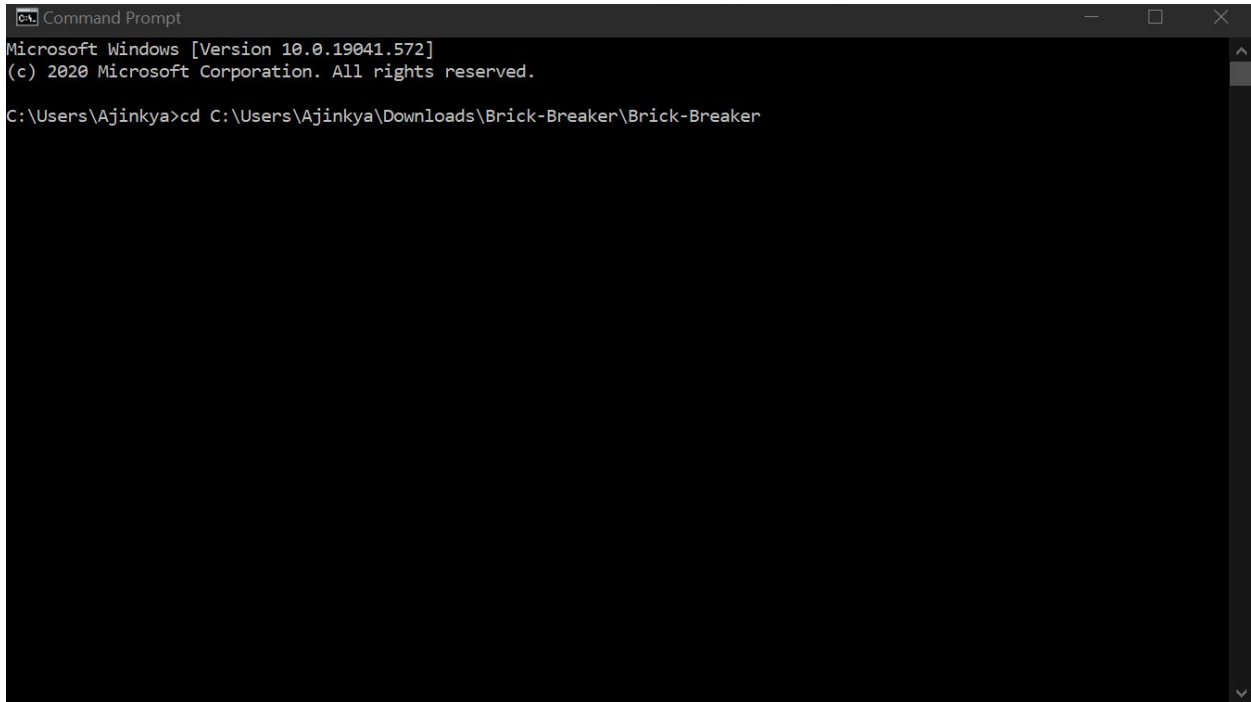
6. Open up the folder and copy the folder address



7. Search up cmd on the windows search bar and open up the Command Prompt



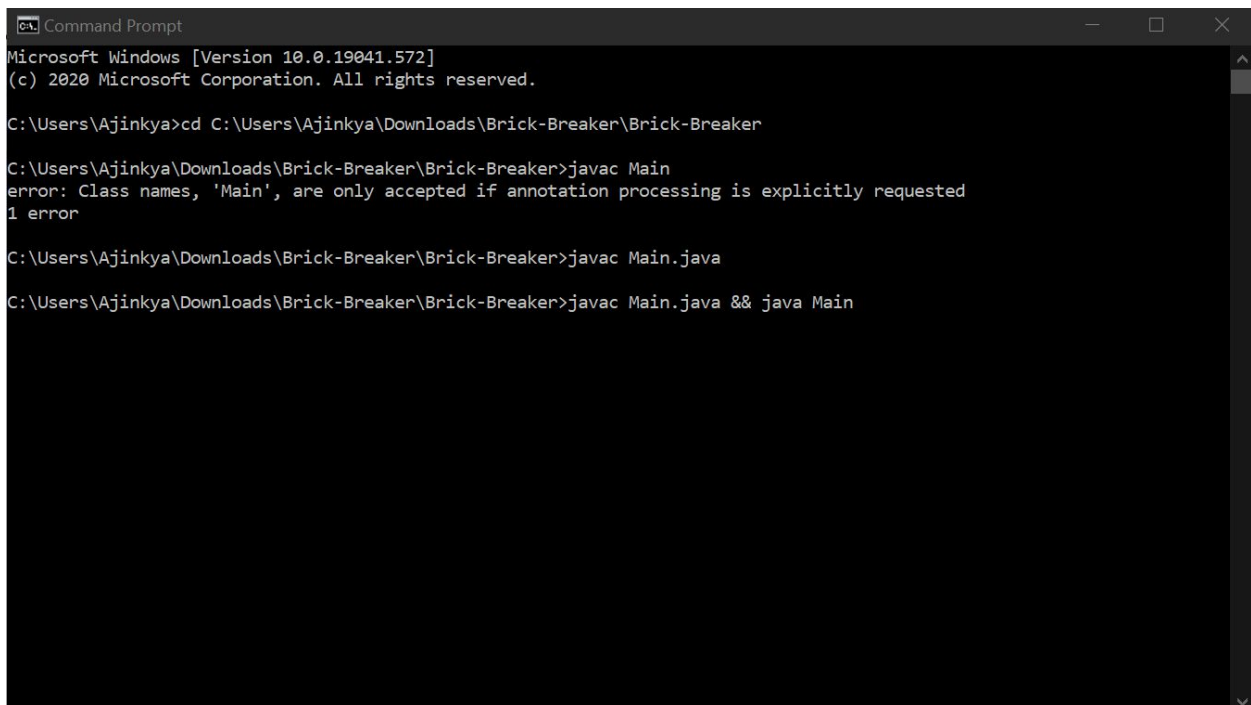
8. Once you have it open, type **cd** then paste your folder address and press enter



```
Command Prompt
Microsoft Windows [Version 10.0.19041.572]
(c) 2020 Microsoft Corporation. All rights reserved.

C:\Users\Ajinkya>cd C:\Users\Ajinkya\Downloads\Brick-Breaker\Brick-Breaker
```

9. Now copy the following command: **javac Main.java && java Main** and paste it into the command prompt



```
Command Prompt
Microsoft Windows [Version 10.0.19041.572]
(c) 2020 Microsoft Corporation. All rights reserved.

C:\Users\Ajinkya>cd C:\Users\Ajinkya\Downloads\Brick-Breaker\Brick-Breaker

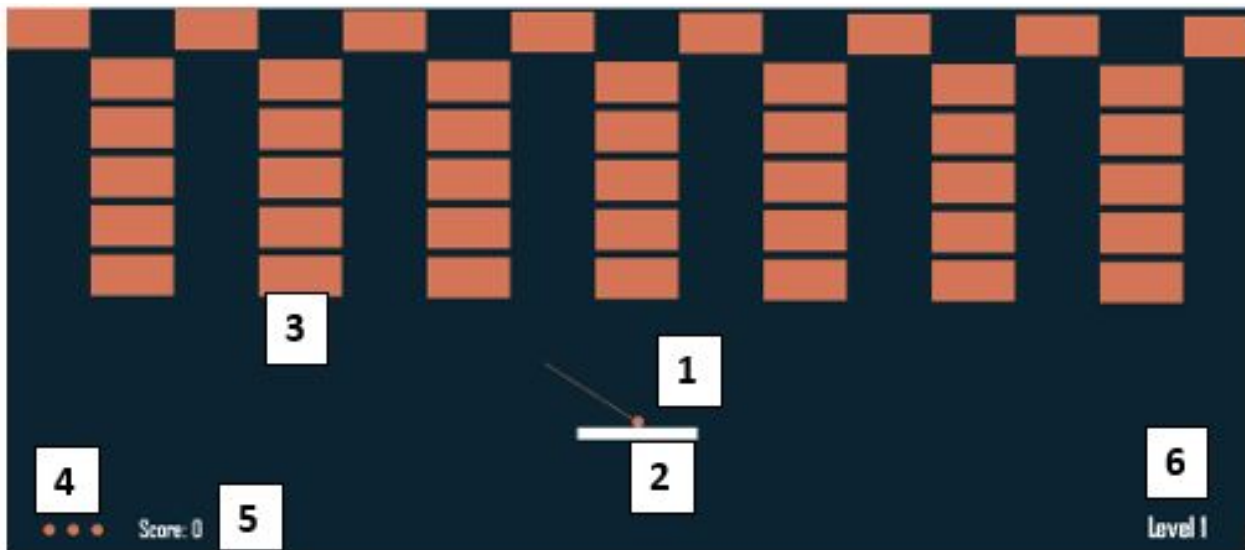
C:\Users\Ajinkya\Downloads\Brick-Breaker\Brick-Breaker>javac Main
error: Class names, 'Main', are only accepted if annotation processing is explicitly requested
1 error

C:\Users\Ajinkya\Downloads\Brick-Breaker\Brick-Breaker>javac Main.java

C:\Users\Ajinkya\Downloads\Brick-Breaker\Brick-Breaker>javac Main.java && java Main
```

Reference Manual

1. Ball (The ball is used to hit all the bricks)
2. Paddle(To control the ball)
3. Bricks(The obstacle to destroy to increase the score)
4. Lives(The amount of tries the player has is 3 before restarting the game)
5. Score(To keep track of the current score and the highest score the player had reach)
6. Level(To display the current level that the player has reached)
7. Mario and Sonic gifs (For cosmetic purposes)



Tutorial

- Step 1: Click play to start the game
- Step 2: Drag your mouse to aim where you want the ball to hit(a white line will show the user which direction the ball will move)
- Step 3: Next click left mouse to release the ball in the direction it's set
- Step 4: Move the mouse where it can hit the ball
- Step 5: Keep hitting the ball when it reaches the paddle (Don't let the ball touch the bottom of the screen)
- Step 6: Clear the bricks to move on to the next level of difficulty

Additional Notes:

- Click space to pause the game
- Click escape to end the game
- After destroying the bricks, the levels will progressively get harder
- After completing your lives, click ok to return back to the home screen

Youtube Link

https://www.youtube.com/watch?v=_dWvxYKAdww